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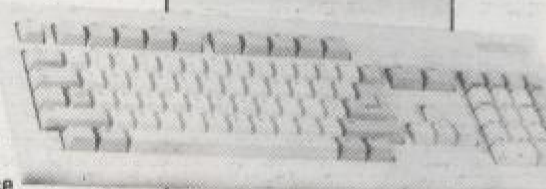
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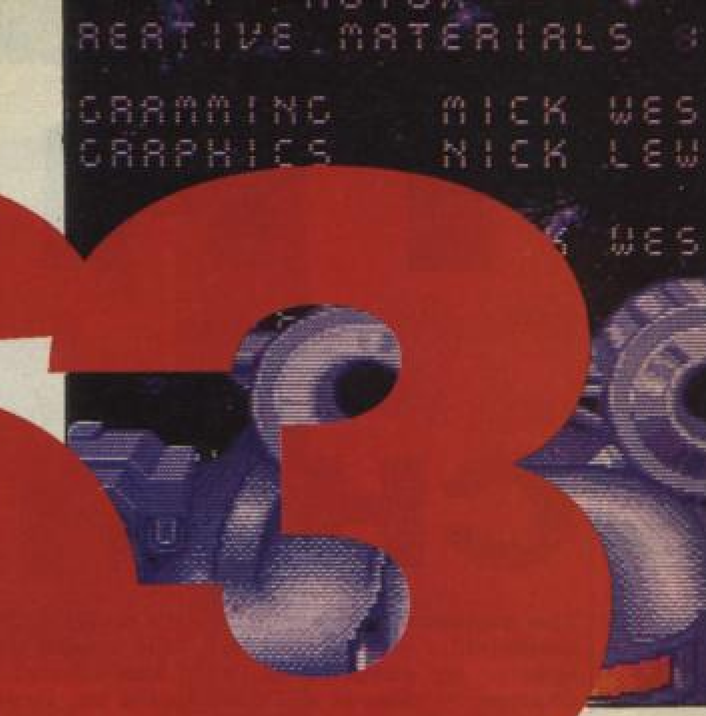
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JULY 1990
ISSUE No. 63

ZZAP! C64 AMIGA

The mag's a riot!



Contentz

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REVIEWS

THE JULY CHARTS

The summer slump has finally arrived. After last month's mega-influx of chart entries, this month has been positively spartan by comparison! With the advent of June comes a change in almost all the charts as, first off, *MicroProse Soccer* returns to the top after a long while away with *Retrograde* entering the top 10 finally. The big Amiga news is that *KickOff* finally reaches the top with *Player Manager* providing moral support in third place. Ocean, US Gold and Rainbird all have new entries but look how high *Blood Money* is, still a fave even now!
This month's lucky charts winner is Thomas Dunmore of that quaint coastal hamlet Brighton. Well done Thomas!
Ignore the temptations of the summer sun, get back to your computer and have some fun! Send your chart votes to *The Charts Minion, ZZAP! Newsfield, The Case Mills, Temeside, Ludlow, Shropshire, SY8 1JW.*

TOP 10 C64 GAMES

1. MicroProse Soccer .... (MicroProse)
2. Stunt Car Racer .... (MicroStyle)
3. Ghouls 'N' Ghosts .... (Capcom/US Gold)
4. Batman: The Movie .... (Ocean)
5. Rainbow Islands .... (Ocean)
6. Turbo Out Run .... (US Gold)
7. The Untouchables .... (Ocean)
8. Space Rogue .... (Origin/Mindscape)
9. Retrograde .... (Thalamus)
10. Myth .... (System 3)

TOP 10 AMIGA GAMES

1. Kick Off .... (Anco)
2. Blood Money .... (Psygnosis)
3. Player Manager .... (Anco)
4. Rainbow Islands .... (Ocean)
5. Their Finest Hour: The Battle of Britain .. (Lucasfilm/US Gold)
6. Strider .... (Capcom/US Gold)
7. Speedball .... (Imageworks)
8. Midwinter .... (Rainbird)
9. New Zealand Story .... (Ocean)
10. Xenon 2 .... (Imageworks)

C64 MUSIC

1. Ghouls 'N' Ghosts .... (Tim Follin)
2. The Untouchables .... (Matthew Cannon)
3. Turbo Out Run .... (Maniacs of Noise)
4. Retrograde .... (Steve Rowlands/Rob Ellis)
5. Batman: The Movie .... (Matthew Cannon)

AMIGA MUSIC

1. Xenon 2 .... (David Whittaker)
2. Double Dragon 2 .... (Tomas Dahlgren/S Barratt/R Aplin)
3. Blood Money .... (Ray Norrish)
4. LED Storm .... (Tim Follin/Mike Follin)
5. Ghouls 'N' Ghosts .... (Tim Follin)

COIN-OPS

1. Chase HQ .... (Taito)
2. Teenage Mutant Hero Turtles .... (Konami)
3. Afterburner .... (Sega)
4. Beastbusters .... (SNK)
5. Golden Axe .... (Sega)

FELIX & THE GALAX-I-BIRDS: MEGATAPE 8

Megatape 8 has arrived and it's jam-packed with shoot-'em-ups. From Sensible Software we have the unique *Galax-i-birds*, and from Elite the a-mazing *Felix* pictured below.



STRAWBERRIES AND UBISOFT

To promote the recent release of 8-bit *Pro Tennis Tour* UbiSoft have arranged a tennis tournament at the Marble Arch Virgin Megastore in London. Up to 64 players can take part, with three sets for the final, two sets for the semis and one set for the other rounds. Since there isn't room for a couple of tennis courts even in a Megastore, the contests will be settled by playing the excellent *Pro Tennis Tour* on a wide variety of computers including the C64 and especially the Amiga.

The tournament champion will win a tennis racket, jogging suit, box of three tennis balls and a copy of *Pro Tennis Tour*. For those in 2nd, 3rd and 4th places there'll be a *Pro Tennis Tour* game, T-shirt and a box of balls. Eleven other contests will win just the T-shirt and a poster.

The contest takes place on the Saturday 30th June, at Virgin 'Marble Arch', 527-531 Oxford Road, London. You can apply by phoning the store on 071 491 8582, but there's a fair chance of entering simply by turning up on the day. The contest will last all day and sounds good fun, any match reports from ZZAP! contestants will be welcome in the Rrap.



WANT TO BE A REVIEWER?

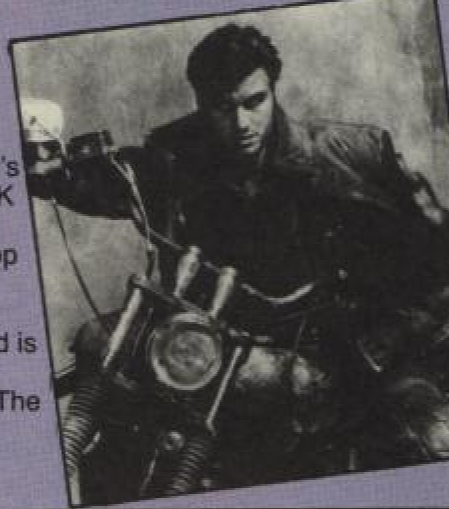
Can you write clear and interesting prose? Are you a dab hand at computer games? Are you an amusing person? Do you look uncannily like a famous person in history (eg Hitler or Quasimodo)? Well, ZZAP! is on the lookout for young talent (and someone to make the tea).

To be considered, you must be over 16 (preferably over 18). We'd like a CV detailing your age, qualifications, work experience (especially tea-making), interests etc. Two referees (not *Kick Off* ones, but perhaps a teacher or previous employer!) would also be useful. Most importantly, though, we'd like you to send us an example of your writing: a ZZAP!-style review of any C64/Amiga game, comprising an unbiased intro and critical comment.

Reckon you fit the bill? Then send your application as soon as possible to *Staff Writer Applications, Stuart Wynne, ZZAP! 64/Amiga, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 1JW.*

All applications will be acknowledged on receipt, and some candidates will be contacted later for expenses-paid interviews.

PUNISHING SOFTWARE



The latest 'film of a comic' may not be as hyped up as last year's *Batman*, but *The Punisher* is set to make a violent impact on UK cinema audiences from June 1.

For those unfamiliar with the comic here's a brief resumé: Cop Frank Castle (played by muscleman, Dolph Lundgren) is a bit peeved when his family are massacred by the mafia. Understandably, he sets about murdering gangland leaders and is soon dubbed by the media, The Punisher.

The inevitable computer game (of the film of the comic!), by The Edge, is set to punish joysticks when it's released shortly to coincide with the '18'-rated film.

COMPUTE FOR CHARITY

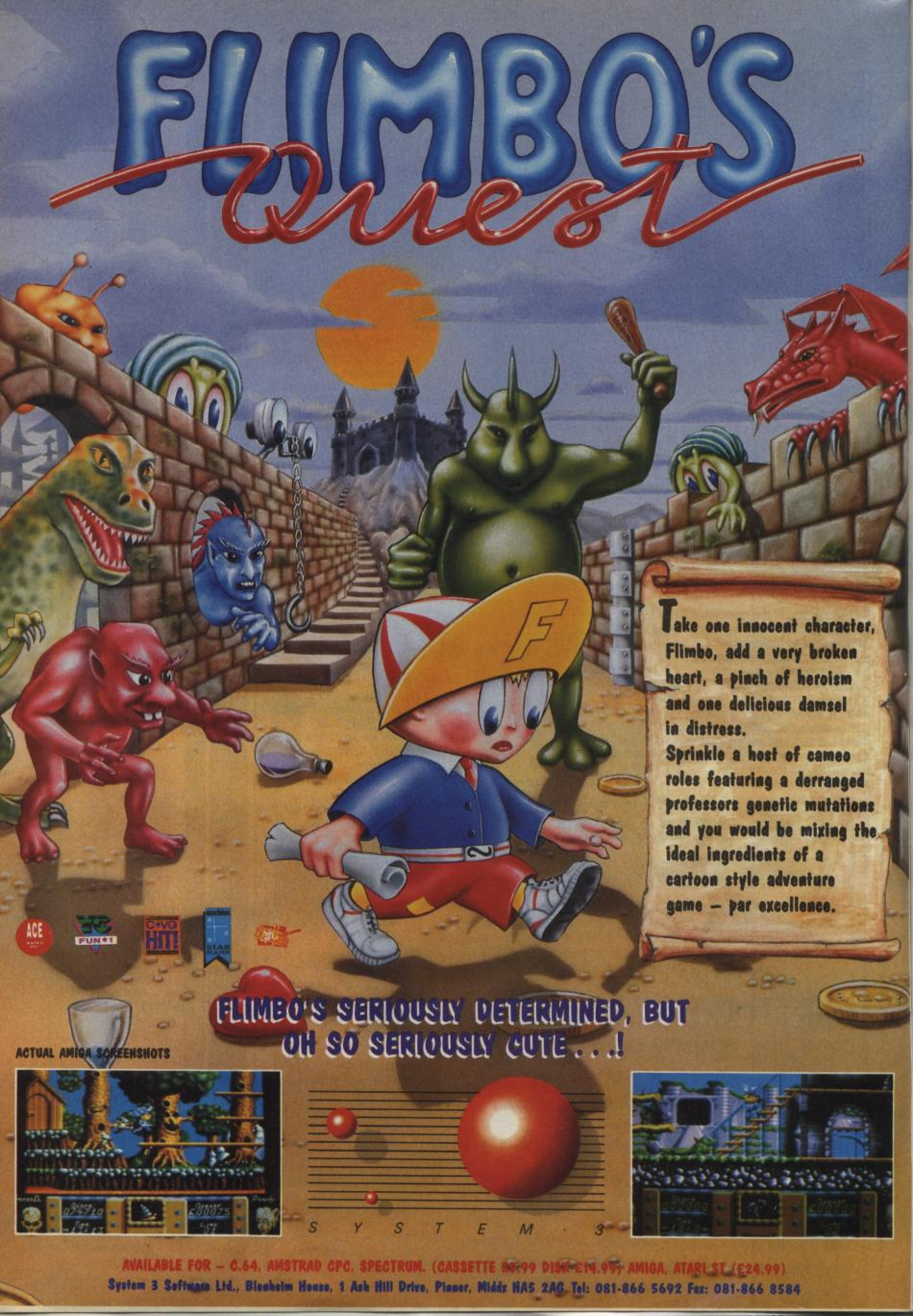


The Live Aid of the computer industry is set to run a great fun weekend starting on Saturday 30th June. Support is coming from across the industry with Ocean, Electronic Arts, Virgin Mastertronic with competition prizes donated by Psygnosis and US Gold. What's more plenty of programming teams are involved too, including Graftgold (*Uridium* and *Rainbow Islands*), Argonaut (*Starglider 2*) and Teque (*Toobin* and *Manchester United FC*). In fact, programmers from across the country are donating signed copies of games, and even hardware for auction. There's also going to be an adventure helpline run by Mike Wade. For music buffs there'll be a MIDI workshop where people can get hands-on experience of the latest synths, sequencers etc.

The charity is for the aid of BBC Children In Need plus donations for two Scout Groups, one of which serves children with severe physical handicaps. Admission is a mere one pound for adults, fifty pence for children with weekend tickets at £1.50. Entry is free for handicapped children. The fun weekend takes place at the Portobellow Hall, The Broadway, Holderness Road, Hull. Opening times are 10am-7pm on Saturday, 10am-4pm on Sunday. Donations made payable to 'Compute for Charity' can be sent to *Ann Rhind, Organising Secretary, Compute for Charity, 34 Bedale Avenue, Southcoates Lane Hull, N. Humberside.*

SUMMER MADNESS

Forget Wimbledon and Ascot, for Amiga owners *the* summer event is likely to be the 16-Bit Computer Fair. Over 120 companies will be exhibiting, including US Gold, Psygnosis and Gremlin. There will also be plenty of hardware manufacturers offering such goodies as budget modem. In fact the show will be twice the size of the last one in January, and well worth visiting. Admission on the door is £4, with under-10's admitted free. But thanks to a kind lady at JPPR PR you can clip out the coupon below and save yourself a pound!


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DIE HARD

Activision, C64 £19.99 disk only

Christmas comes but once a year they say, but for the staff of the Nakatomi Corporation Headquarters, 32 storeys up, there's a distinct lack of festive spirit. Hans Gruber, criminal mind of the most dangerous kind, is in town with his armed gang and they're holding the bank staff hostage while the seven locks on the bank vault are broken. The treasures inside? $600 million worth of bearer bonds. The otherwise deserted skyscraper has been sealed up, and the police have yet to be alerted.



I thought the movie was pretty damn good and the idea of sneaking around a skyscraper, tackling an armed gang lends itself well to a computer game. The sprite of Bruce Willis is a podgy one and the rooms tend to look rather similar although there are some nicely detailed furniture in places. I like the way progress is rewarded by digitized pictures of your successful actions, and the unfolding of the story with cuts to other events (à la the excellent *Project Firestart*. It really makes you want to progress (although it won't be a game to play again once completed). Surviving the first few attacks can be tricky (running out of ammo is fatal!), also it's a bit fiddly when you're trying to swap between guns in a hurry! Other than this, *Die Hard* is a pretty good arcade adventure which will keep you hooked if you can bear to part with the £20.

But Gruber's plan has a flaw — namely off-duty cop John McClane (Bruce Willis), in town to visit his wife who's currently one of the hostages. McClane has luckily avoided capture, and is now taking on the baddies in a guerrilla war waged in the corridors and vents of the massive building.

McClane starts off armed with his fists and a pistol (eight rounds). Eliminating a terrorist and a search of their body can reveal extra weapons, a radio (for listening in on the gang), keys for doors on other levels and several other objects to get past obstacles. Vents are rather handy for taking short cuts around the building but with only twenty minutes to go before Hans completes the crime of the century.

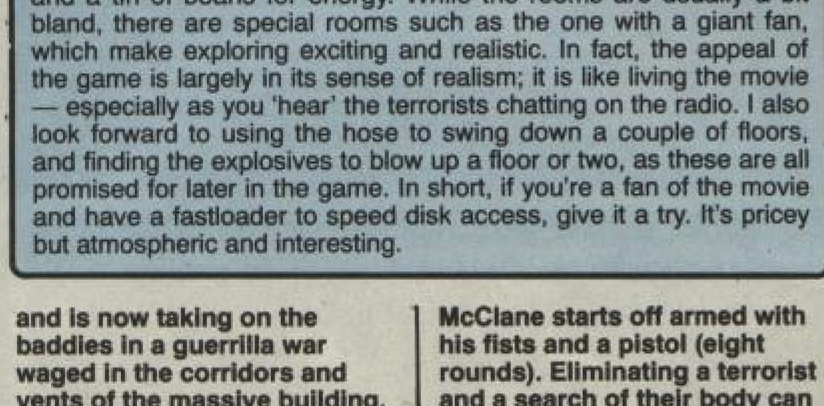


▲ An overweight Bruce Willis tangles with terrorists in ZZAP! Towers.



Die Hard is initially rather disappointing, disk accessing is heavy and prolonged, while death comes quite quickly. The graphics aren't great and you freeze for a second after making a turn. However, the more you play the better it gets. Combat is unremarkable, but it's more of an exploration game. There's a good sense of moving around a skyscraper, with plenty of objects to find, including an Uzi and a tin of beans for energy. While the rooms are usually a bit bland, there are special rooms such as the one with a giant fan, which make exploring exciting and realistic. In fact, the appeal of the game is largely in its sense of realism; it is like living the movie — especially as you 'hear' the terrorists chatting on the radio. I also look forward to using the hose to swing down a couple of floors, and finding the explosives to blow up a floor or two, as these are all promised for later in the game. In short, if you're a fan of the movie and have a fastloader to speed disk access, give it a try. It's pricey but atmospheric and interesting.

▼ One of the best of the digitized screens which reward Brucie's progress.



amiga

No plans for an Amiga version at the moment

update

PRESENTATION 65%
Average quality graphic story presentation before the game. Quite heavy multiload and strangely no Save/Load option.

GRAPHICS 70%
Undistinguished main sprite with generally repetitive rooms. Good digitized pictures and object graphics.

SOUND 34%
Poor intro tune, poor effects — poor all round.

HOOKABILITY 74%
The hook of the film attracts and the idea of exploring a building, using stealth and objects is a strong one.

LASTABILITY 70%
Slightly repetitive with similar look to the rooms but a large challenge and compulsion to explore together with digitised pictures helps.

OVERALL 70%
An atmospheric rendition of the film, if a tad overpriced.

SIZZLER



64 ▲The ice world isn't only the best-looking level, it's also fiendishly difficult... (A)

BLOOD MONEY

I'd buy that for a dollar!

Psygnosis, £9.99 cassette, £14.99 disk

This is a game for loonies, pure and simple. I mean in most shoot-'em-ups you're saving the universe from unimaginable evil, rescuing a beautiful damsel and making lots of dosh. You can earn a bit of cash here too, but this isn't a mission, it's a holiday for one or two suicidal maniacs!

▼ The walkers had eighteen frames of animation on the Amiga, and look just as good on the C64. But watch out for those spinning rotors! (B)



The notorious Alien Safari freezes, fries, skewers, slices, swallows, and explodes dozens of tourists every month. So far, no one has survived it. But the scenery is the most spectacular in the known universe, the creatures the most dramatic and it's never, ever dull! Fortunately, you can travel with a fellow tourist if you want.

The first of the four safari planets is the appropriately named Gibba, dominated by fearless machines. Besides the gun turrets, swirling blades and slamming doors which festoon the landscape, there are walkers, poisonous

It's precisely a year ago that the Amiga version of *Blood Money* sizzled, an unexpected reminder that it's been a year since we came onto ZZAP! Hurrah! Happy birthday to us! And what a way to celebrate, 'cause Amiga *Blood Money* was a brilliant shoot-'em-up which we'd still be playing today if the Welshman hadn't tried one of his lethal pokes out on it! But now we can, because the C64 version has arrived and it's just as good to play, and even more technically awesome. When we saw the preview screenshots with two players on screen, plenty of aliens and loads of bullets we thought: no way, too many sprites. But thankfully we were wrong, this game effortlessly blows you away. Superslick scrolling, changing from vertical to horizontal without pause, plenty of aliens with some amazing animation, and great end-of-level monsters mean this is an utterly amazing game.

Initially it can be a little confusing with so much happening and it may seem you can brush over baddies. But the collision detection is, in fact, very sharp and drains your energy tanks relentlessly. Which means you'll have to be really on the ball to see all the astounding graphics this game offers. The first level is good, although the metal finish is a bit familiar, and quite imaginative. There's even the reverse-control radio transmitters missing from the ST conversion! The later levels are even more stunning. The undersea level features some beautifully animated jelly fish and massive crab claws, while the ice world has prehistoric birds, pseudo-digitized asteroids (!!) and sharp icy spikes to impale you.

This is a great shoot-'em-up, full of imagination — and the urge to collect all those spinning coins is always leading me into danger. Bloody amazing!





▲ Ping, ping! The submarines take on some beautifully animated jellyfish. (D)

bubbles and zillions of aliens ships. Even the walls are out to get you, with the scrolling abruptly switching between horizontal and vertical at various points in the game. Survive all that and you're rewarded with a big, and very mean robot ship to fight.

Shooting the aliens cause them to lose any cash they're carrying, usually a coin valued between £10 to £25. These can be collected and spent in shops for extra lives, as well as upward/downward firing missiles, neutron bombs, rear-firing missiles, a new tank of energy and speed-up.

Planet two is Grone (groan!) and takes intrepid tourists underwater, each in his or her own submarine. Here the unfriendly natives fight back with jellyfish, colossal crab claws, subs and bullet-firing eels. Beat this level and it's time to strip down to a jumpsuit, strap on a jetpack and zoom through an ice world with deadly icicles, rocks and alien ships. Shreek can provide plenty of cash, but its natives are friendly only be comparison with those on...

Snuff. The final planet is a hideous world constructed of blood and raw flesh. This is the most difficult and demanding of the worlds, the one where the bravest and most skilful of the tourists are buried.

Well what can I say? Just this second I've just dragged myself away from the C64 after a heavy dose of *Blood Money* and I just cannot believe how DMA Design have squeezed near enough *everything* from the Amiga original into what is a superlative conversion! David Jones and Co. seem to have totally ignored the C64's limitations and gone overboard on the number of sprites on screen, many of which are beautifully animated, (witness the walker on level 1, the jellyfishes on level 2, the missile-firing planes on level 3 — wonderful!). Incredibly, even with two players on screen, aliens and bullets flying everywhere and a great constant tune constantly playing it just rolls along at a great pace (would you believe it's *faster* than the Amiga game? Well, believe!). It's as if the C64 has been given a much welcome hardware boost at no extra cost. DMA Design deserve a bloody big pat on the back (and several drinks!) for having the sheer guts to convert this monster game — they've made it fast, they've made it immensely playable and they've made it brilliant!

With memory and disk space limited there have been a few graphic omissions here and there, the first level is a little disappointing with no backdrop graphics and limited colours making up the walls, but persevere and you'll be treated to some beautiful shading and large graphic variety throughout (level 2 is simply stunning). My only reservation is that with only four levels it might lack challenge and prove too easy. I must say that for long-term appeal *Turrican* still the leads the way but *Blood Money* is much more fun with its two-player mode. Great, great, great!!!



Now this is the kind of holiday I look forward to when I've had enough of burning Robin's flight sim manuals and making fatty jokes about Phil. All the latest in killing machinery, from helicopters to spaceships, and four entire planets packed with weird natives to kill. And the more natives you slaughter, the more money you make, the more blistering firepower you can upgrade to, the more natives you can kill!

Well, that's the theory at least but unlike on my usual safaris, the natives here are a pretty formidable bunch. They attack in groups with plenty of support from walkers, giant claws, impressive end-of-level monsters and tricky switches in the vertical/horizontal scrolling. Their insolence really gets my blood lust up, and with so much more of the game yet to see I'm off for another go!

▼ Eel-like creatures spit bullets from top and bottom, while overgrown crabs snap their pincers. (C)



PRESENTATION 90%
Superlative artwork, simultaneous two-player option, multiload could be a little irritating for tape users.

GRAPHICS 94%
As imaginative as the Amiga game, technically amazing and incredibly varied.

SOUND 85%
Lengthy soundtrack provides great accompaniment, but you can choose FX with a nice money collecting sound.

HOOKABILITY 94%
Instantly playable, instantly addictive...

LASTABILITY 91%
...but fairly tough. Reward of seeing more graphics, and enjoying (suffering) different attack patterns keeps you coming back. Possible for humans to complete (unlike Amiga game!)

OVERALL 93%
An utterly astounding conversion of one of '89's very best Amiga games. Just as playable, just as addictive. Brilliant!



DEFENDERS OF THE EARTH

Enigma Variations, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Washed up old superheroes never die, or age, they merely get a dramatic new cozzie. The Defenders team is a kind of retirement home for superheroes so obscure and ancient that most people have forgotten about them. I mean apart from team leader Flash Gordon, who's ever heard of Lothar (the strongest man in the world), the Phantom (second strongest man in the world) and Mandrake the Magician (Paul Daniels with a better rug). If you ask me, the only one with star presence is Zuffy the mascot!

On the other hand Ming The Merciless is famous, but only because his vases are so valuable. Still, when he's not down at the pottery he's got quite a nifty line in evil deeds. His latest escapade is to kidnap the children of the Defenders. Shock! Horror! Did anyone even know any of this weird bunch had girlfriends? In any case, considering their age you'd expect the children to be old age pensioners by now!

Nevertheless, the team is more than a little perturbed by this and plan a rescue. This is what Ming has specifically warned them not to do, otherwise he'll kill the crinkly children. But what the heck, they're superheroes.

Flash is promptly teleported into Ming's fortress, armed only with a pistol. The fortress is a horizontally scrolling maze viewed side-on, with flickscreen scrolling on the C64. Flash must find Ming's throne room to save the children. On the way Flash has to kill loads of baddies. On the Amiga special superbaddies — one like ED 209 — are summoned if Flash crosses a field generator.

Fortunately Flash can call on the other defenders to teleport in and open locked doors, cross chasms and deactivate the intruder alert. They carry out their tasks automatically, but if hit will drain Flash's energy.



▲ With each and every flickscreen as packed with baddies as this one, Flash has got a tough job on his hands. (C64)



ROBIN

At least the C64 game looks good backdrop-wise with detail and colour even if there's a lot of repetition. Flash is the best sprite, but that's not saying much. I wish I knew why Enigma Variations (who previously did *Gilbert the Alien*) made the game so hard. After countless deaths I managed to beat a massive spider thing (one of the better graphics), ran through a further half dozen screens and there was STILL no sign of a desperately needed energy pod. Frustratingly tough and very limited in ideas.

Amiga gameplayers have a lot with more time to take out the bad guys thanks to a slightly larger play area accompanied by smooth parallax scrolling. This doesn't make up for the fact that the ideas behind *Defenders* are VERY firmly 8-bit ones.



Running around a maze, leaping chasms and shooting thousands of heavily armed villains is a dated idea overused by unimaginative budget games. The C64 game has some nice backgrounds, but the sprites are unremarkable. So there's little to keep you coming back for more repetitive punishment.

The Amiga game is better due to more attractive graphics and a slightly slower pace. Also there's some large and impressive monsters. Actual gameplay is still too repetitive and difficult, but at least it doesn't look so much like a budget title.

amiga

PRESENTATION 58%
Good 'let's get going' sample starts off each game, otherwise unremarkable.

GRAPHICS 70%
Nice parallax scroll with plenty of detail on backgrounds and sprites. 'Mother' aliens are good.

SOUND 68%
Good intro tune and some good in-game samples.

HOOKABILITY 60%
The way shot baddies fly away is quite satisfying, and the promise of different graphics makes it addictive...

LASTABILITY 55%
...but it's all been seen before, usually slightly easier and more fun to play.

OVERALL 58%
Well executed but lacking original ideas.

C64

PRESENTATION 40%
Animated presentation screen (the Flash sprite runs across it!).

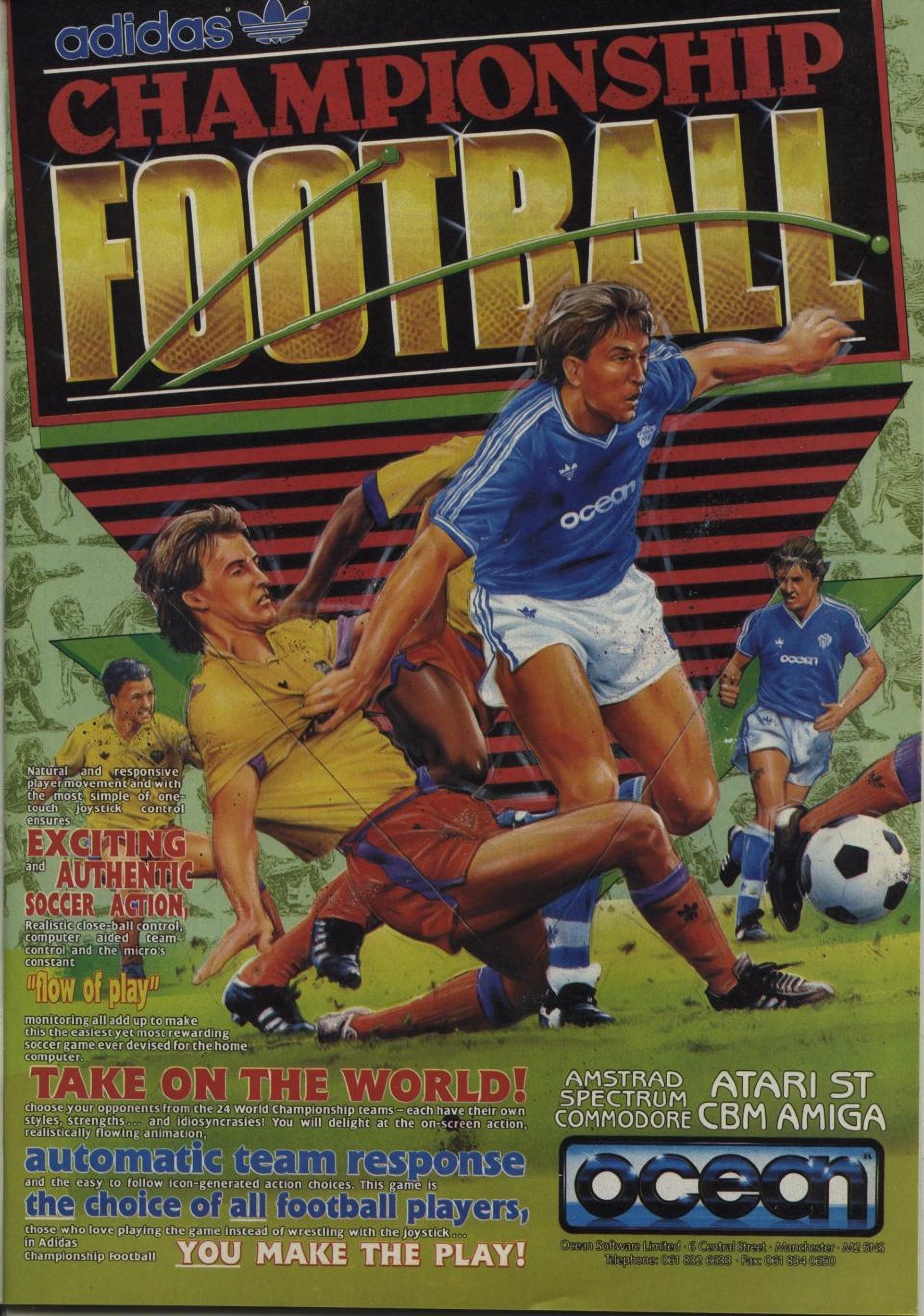
GRAPHICS 62%
Plenty of detail on the backgrounds, but the sprites are dull.

SOUND 61%
Nice intro tune but standard blasting FX in-game.

HOOKABILITY 46%
Starts hard...

LASTABILITY 42%
...and persistence reveals only more of the same.

OVERALL 43%
Who will save Earth from the *Defenders Of The Earth*?



adidas
CHAMPIONSHIP
FOOTBALL
ocean
Natural and responsive player movement and with the most simple of one-touch joystick control ensures
EXCITING and AUTHENTIC SOCCER ACTION,
Realistic close-ball control, computer aided team control and the micro's constant
"flow of play"
monitoring all add up to make this the easiest yet most rewarding soccer game ever devised for the home computer.
TAKE ON THE WORLD!
choose your opponents from the 24 World Championship teams – each have their own styles, strengths... and idiosyncrasies! You will delight at the on-screen action, realistically flowing animation,
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DYNASTY WARS

US Gold, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Banish images of Krystal and Alexis scratching each others eyes out: this tale is set before hairspray was invented, back in 184 AD when China's advanced civilization was proving its superiority with rigorously ordered slaughter. While our ancestors were painting themselves blue and complaining about all the Roman roadworks, the Chinese had mastered the art of cutting each other up into the tiniest of bits with the greatest of skill. Great warrior families such as the Han and the Kai fought each other for power. The Han probably won, as they're the goodies in this spectacular slash-'em-up.

But as the game begins the Hans are down to the overly familiar odds of one man against millions. Who this man is depends on you, there are four warriors eager to go into battle, but for some strange reason only one of them can go (or two on the Amiga). Their names are Shang Fei, Lui Bei, Kuan Yu and Shao Yun (and are going to play havoc with Phil's spell check). Each has their own characteristics (fire power and life force), plus a weapon (either a sword or lance). To avoid looking totally daft with the latter you're also issued with a horse.

The actual battlefield is viewed side-on, horizontally scrolling once you beat all the baddies in the immediate vicinity. Holding down fire increases the strength of your blow against footsoldiers, archers and other horsemen.

As you fight on you'll encounter various obstacles, such as fences and vases which occasionally yield energy capsules when chopped apart. On the Amiga you can also find new weapons (a bigger sword, for example). You need all the help you can get because at the end of each level there's a general who must be defeated.



Ghouls 'N' Ghosts made the Capcom/US Gold label something to look out for, but subsequent releases have sadly let it down. Both this and *Black Tiger* are very run-of-the-mill coin-ops completely lacking in the imagination and originality which distinguished *G 'N' G*. A routine rightward scrolling slash-'em-up is distinguished only by the heroes being on horses, and some attractive graphics. In the event the horses serve to restrict movement, while the graphics cripple the Amiga game with incredibly slow control responses making it very frustrating and unenjoyable. By contrast, the C64 game is as fast as you could want. The graphics aren't great, but they're still quite good. Unfortunately the basic coin-op is repetitive, so that after getting some way into the game you lose interest. Let's hope *UN Squadron* gets Capcom back on course!



Even watching Dynasty would be more enjoyable than playing this! The C64 game has dull graphics and repetitive gameplay, but it's a thoroughbred compared to the Amiga donkey. The latter may have more attractive, detailed backdrops but unfortunately utilises 'stroboscopic' animation — ie extremely jerky and slow. My only amusement from the Amiga version came when my horse was moving in the opposite direction to which it was galloping. US Gold really ought to know better than to trot out such a lame game.

amiga

PRESENTATION 85%
Attract mode, interlevel screens and simultaneous two-player option.

GRAPHICS 72%
Some very nice backgrounds with good detail and variety, nice sprites but scrolling is a little jerky.

SOUND 59%
No sound FX, merely continuous soundtrack.

HOOKABILITY 61%
Relatively simple and fairly easy to begin with, but fighting through the treacle of slow responses is maddening.

LASTABILITY 53%
Eight levels offer a fair challenge, but gameplay is too repetitive and irritating to be compulsive.

OVERALL 57%
A very attractive game spoilt by sluggishness and repetitiveness.



▼ Abandon ship! abandon ship! Women, children and ZZAP! reviewers first! (C64)

64

PRESENTATION 63%
No two-player option and multiload, but continue-play option usefully softens the single life and there's nice scrolling through the battlefield.

GRAPHICS 63%
The enemy men are a little crude, but the backgrounds aren't bad and the horses are nicely animated.

SOUND 64%
Some nice intro tunes and okay FX.

HOOKABILITY 68%
Simple gameplay and speedy arcade action makes this initially quite compelling.

LASTABILITY 60%
Unfortunately the gameplay is repetitive and interest soon wanes.

OVERALL 62%
A playable, but unremarkable conversion of a repetitive coin-op.



KICK OFF

The award winning, chart topping and international best selling soccer simulation of all time!

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Featuring:- Pixel Perfect passing
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"Most playable soccer simulation in binary history" C & VG 88%

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"Simply the best football sim" New Computer Express

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TRACKSUIT MANAGER

A management game the way it should be played. Live the match thrills, as you compete to qualify for the Nations and World Cups.

You decide the play and enjoy the victories and suffer the defeats...

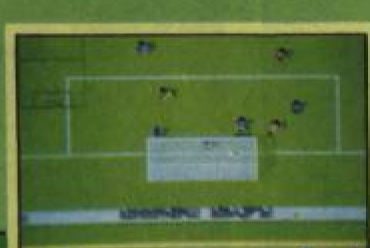
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"The best ever football managerial game ever, in the history of the World" C & VG 9/10

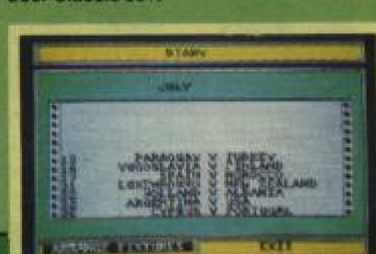
The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%







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ZZAP! Test

WORLD CUP SOCCER: ITALIA '90



▲ Who's going to bet on a result like this in Italy? (Amiga)

Virgin Mastertronic, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

At long last for football fans, the World Cup Finals are underway with 24 nations competing for sport's most prized trophy. And, of course, to coincide with this international event are the usual throng of computer footy games. *World Cup Soccer* is the official licence of the tournament, so it's rather surprising that it doesn't include the real fixtures. Instead you play for either England, Italy, Belgium or Spain against a succession of progressively more talented teams. Alternatively two players can compete in a 'friendly'.

The action is shown by a bird's eye view with the sides kicking up/down the scrolling pitch. The player under your control is shown by an arrow over his head: switching between players is manual. Dribbling is automatic, the ball being 'stuck' to the player's boot. When in possession, pressing fire kicks the ball in the direction the player is facing. Pressing fire when defending causes the player under control to attempt a sliding tackle. Care must be taken, however, as fouls always result in a free-kick or penalty and occasionally (on the Amiga only) a sending off.

When the ball gets near the either goal, the scene switches to a close-up 3-D view of the penalty area. The player in possession must shoot before a defender comes on screen. The goalkeeper comes under the defending player's control and can dive, stoop etc to try and save the shot.

Extra game options include sound volume, match time, and five difficulty levels.



Football may be a 'funny old game' but it's nowhere near as daft as this. For a start, the 3-D goalmouth view doesn't really work and it's unfair anyway: the goalie at the bottom end is shownf rom behind, making it extremely difficult to save shots. Ofcourse, you'd expect the sides to swap halves at half-time which would compensate — but they don't! The action is dull with very basic ball control, ie dribble with it superglued to your foot or boot it downfield. What's more, there's only six players! And no option to change formations. It's a pity really, since the graphics aren't bad — the Amiga ones are a bit garish, but the C64 ones are really quite nice.



Can someone tell me what this has to do with the World Cup? It may be the official licence but it lacks the official fixtures and teams! It wouldn't be so bad if the game was anywhere near playable but unfortunately it's the worst game of football I've seen since Ludlow Layabouts got beaten 12-0. The change of perspective in the penalty area is a good idea but it's incredibly hard to save shots as pinpoint accuracy and timing is required. Worse still is the player control. The ball is glued to your foot and you can only kick it at a set power, making intricate passing impossible. Of the two versions the Amiga game is marginally the better for its speed and the fact that players can get sent off: on the C64 you can foul to your heart's content!

64

PRESENTATION 60%
Small 'history of the World Cup' booklet, wall chart, aestheticoptions, but where are the Cup fixtures?

GRAPHICS 69%
Fairly good sprites but the 3-D goalmouth scene is terrible.

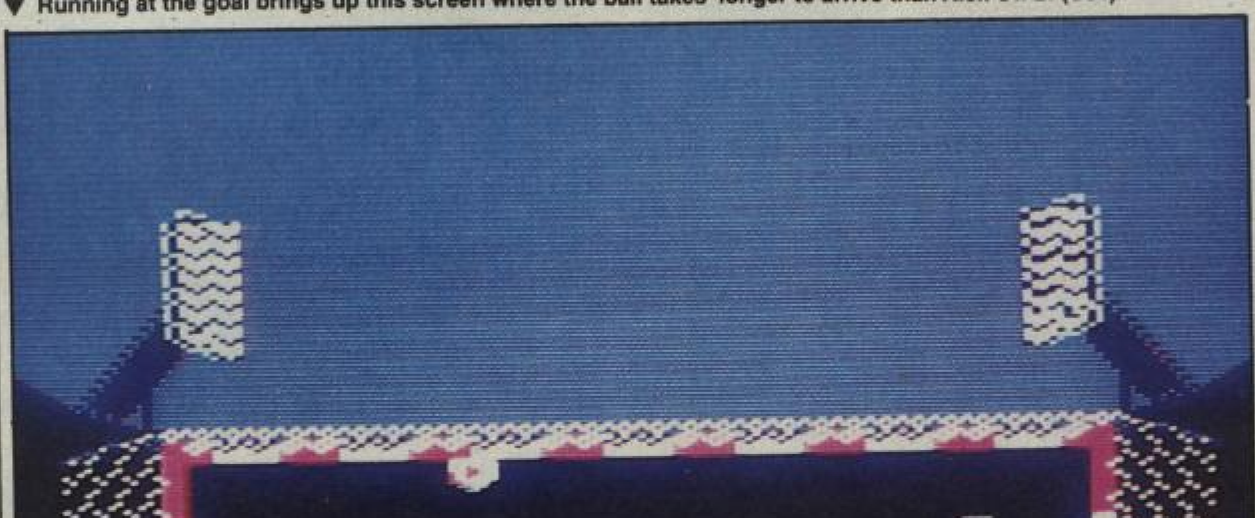
SOUND 42%
Okay title tune, minimal in-game FX.

HOOKABILITY 45%
Over-simple control method. The ability to foul persistentlyresults in very scrappy play.

LASTABILITY 40%
A tough but unenjoyable challenge.

OVERALL 42%

▼ Running at the goal brings up this screen where the ball takes longer to arrive than *Kick Off 2*. (C64)



amiga

PRESENTATION 54%
Same as C64.

GRAPHICS 62%
There are some nice touches like injured players beingstretchered off, but the pitch and players are unimpressive.

SOUND 48%
Okay referee sampled speech, crowd FX and dull title tune.

HOOKABILITY 48%
Not much fun. Even the two-player mode is dull.

LASTABILITY 40%
Without the proper teams and fixtures there's nothing to keep youplaying.

OVERALL 44%
Looks better than it plays.



▲ It brings more tears to the eyes than a thistle up the kilt, Scotland are losing to Costa Rica with the ball bouncing high for another attack.

ITALY 1990



▲ Jack Charlton rejoices as Ireland thrashes England 5-0. (Amiga)

US Gold, C64 £12.99 cassette, £17.99 disk; Amiga £24.99

Although Virgin have the official World Cup licence, US Gold can claim a share of the action due to obscure rights hanging over from their dire 1986 effort, *World Cup Carnival*. Software veterans will remember that as being an ancient Artic game resurrected for the purpose and hidden inside lots of fancy packaging. Thankfully US Gold have got a new game this time, although there's still plenty of bumf. An attractive 64-page booklet covers all the teams, provides biographies of legendary players, past and potential, plus a short trivia quiz.

But what of the game itself? Well you can choose either to participate in the tournament, choosing a team out of the accurate list of qualifiers, or play a one or two-player friendly. In tournament mode you can choose your team from a full squad, and select formations.

The actual game is presented from an overhead view (slightly slanted on the Amiga) with multi-directional scrolling. Once a player has the ball it stays pretty much stuck to him, unless it is kicked by him or from him by another player. Holding down fire affects the strength of a kick, together with that player's strength. (Players names are displayed on screen with the Amiga.)

Tackles are made either by getting as close as possible to another player and relying on your player's skill, or using a sliding tackle which can be misinterpreted as a foul!

For Amiga owners there's animated screens showing a side-on view of corners and goal kicks, which thankfully requires no disk accessing. And once the kick is made the game switches to the normal view to show the kick again! There's also a behind-the-shooter view of penalties.



Both games are fairly good, the animated scenes in the Amiga game are quite nice to look at and don't slow the game down.

On the debit side dribbling is completely unrealistic with the ball being stuck to your foot. Given a fairly fast player you can evade practically all opposition, which is extremely irritating for the opposing player. Practice can counter this problem, but while this game is fun for a while it can't compare with *Kick Off*.

The C64 game benefits from being slower as tackles are therefore much easier, giving the game a more realistic feel. Again dribbling is unrealistic, but while it's nowhere near as much fun as *MicroProse Soccer*, it's not too far behind for playability and the World Cup fixtures are accurate. Pity about the price though.



This ain't no *Kick Off* but it does have some simple playability all the same. And most importantly it incorporates all the official World Cup teams and fixtures (unlike the official Virgin licence!). You even get to pick your players from a full squad to suit your style of play and the opposition. What lets the game down a bit is the match action. Without a *Kick Off*-style radar, accurate passing is difficult. And with the ball stuck to your foot you can do Maradona-type dribbling without needing much real skill. This makes tackling very difficult, so matches often have unrealistically high scorelines. I also found it a bit too easy to win the Cup. Having said that, this is still an infinitely better World Cup game than the official effort.

64

PRESENTATION 80%
Good packaging, save/load tournament, one or two-player friendly match options. Ability to pick team members and formations in tournament mode.

GRAPHICS 67%
Unremarkable sprites, but effective and scrolling is good.

SOUND 58%
Okay title tune and sparse FX.

HOOKABILITY 70%
Very easy to get into...

LASTABILITY 60%
...but not that difficult to beat. Two-player mode fun for a while.

OVERALL 66%
Quite good fun.

amiga

PRESENTATION 75%
Same as C64 plus 'silent' commentator for intro/outro.

GRAPHICS 70%
Slanted view allows more detail the C64, plus some neat goal kick, corner kick and penalty animated scenes.

SOUND 48%
Mediocre tunes and minimal FX.

HOOKABILITY 70%
Fairly easy to get into...

LASTABILITY 63%
A bit tougher than the C64 game.

OVERALL 65%
Quite playable and a lot better than the official version.

WORLD CHAMPIONSHIP BOXING MANAGER

Goliath Games, C64 £9.95 cassette, £12.95 disk; Amiga £19.95

You don't need bulging biceps to earn a living out of boxing: as a manager you can rake in the cash while others take the punches. With a stable of up to five boxers you compete against 17 computer-controlled managers.

The main menu comprises a corridor with three doors leading to the physio (for fitness reports), the gymnasium (where fighters can train in five different ways), and your office.

The latter includes a filing cabinet containing your boxers' contracts, records, and rankings (area, national, and world for both the FWB and WCIB boxing boards). There's also a calendar for advancing the date, and a filofax with useful information such as fight dates, all 100 boxers' fight records, and detailed ability reports for each of your boxers.

The most important piece of office equipment is the telephone, used to contact other managers to arrange fights. A manager may turn down a fight offer if he thinks it's a mismatch, or if you greedily ask for too high a percentage of the purse. Also contacted by phone are two scouts (Limpy and Wimpy!) who can watch fights on your behalf or even spy on other fighters – however, once found out they may enjoy a long stay in hospital! If a fighter is unhappy with his present manager you may be able to poach him.

On fight night (every Saturday) you can watch a blow-by-blow text commentary of any fight. If one of your boxers is involved you get to work in the corner. Between rounds you have thirty seconds to work on your fighter's injuries using such items as the water bottle, sponge, adrenalin, and cold iron. Tactical instructions (ranging from 'take it easy' to 'fight dirty') can also be given for the next round. Fights may be decided either by knockout, the referee stopping the contest (if a fighter has a bad cut), or on points.



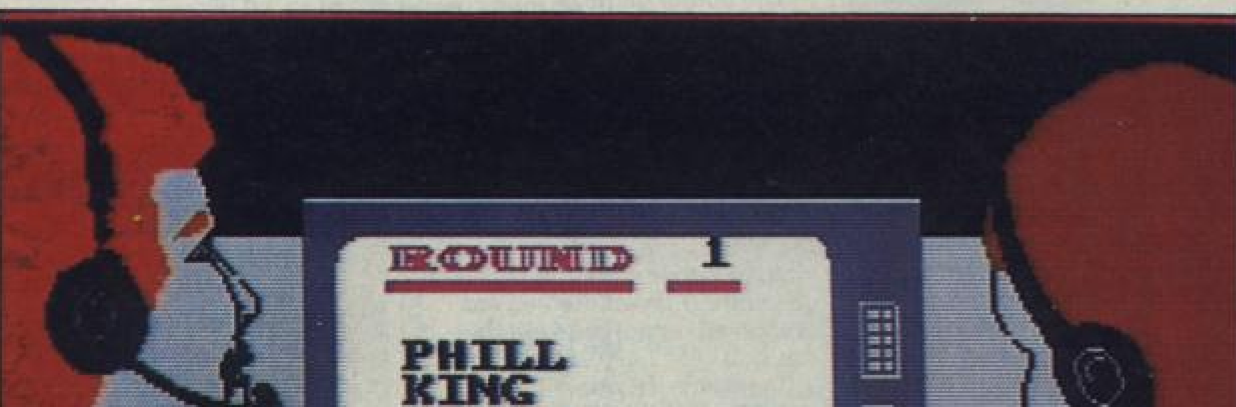


Being a boxing manager seems like a cushy number to me; after all it's the poor fighter who has to take the punches. And the boxers aren't the only ones to get beaten up on your behalf – I felt guilty sending out scouts only for them to end up in hospital, time and time again.

Anyway, for a strategy game there isn't that much to do – just picking fights and working in the corner. This is mildly amusing for a while, but with its severe lack of depth the game resembles a budget release. The Amiga version has a few graphical extras such as the curvaceous secretary, but disappointingly no graphical representation of the fight itself. So overall, the C64 version is better value for money, although still far too lightweight for the serious sports strategy fan.



Goliath's *Tracksuit Manager* was one of the most realistic footy management games made, so I was hoping for a similar treatment of boxing. Unfortunately *Boxing Manager* simply doesn't give you enough to do, and you never seem to have much influence over the success of your fighters. Also, the fights aren't exactly thrilling: the text commentary gives a good blow-by-blow account, but even a simple graphic display would have helped improve the big fight atmosphere. As it is, I'm afraid *Boxing Manager* won't make the count.



amiga

PRESENTATION 59%
Okay menus, but frequent disk accessing becomes irritating.

GRAPHICS 36%
Some mediocre animated scenes, and no in-fight graphics.

SOUND 20%
Sparse punching effects.

HOOKABILITY 42%
Easy to get into but over-simple.

LASTABILITY 29%
Severely lacking game content.

OVERALL 33%
Not a big hit.

64

PRESENTATION 70%
Simple joystick-driven menus are easy to use.

GRAPHICS 58%
Mediocre static pics, no in-fight graphics.

SOUND 0%
Pardon?

HOOKABILITY 59%
Mildly addictive in a simple way.

LASTABILITY 47%
There simply isn't enough to do to maintain interest.

OVERALL 52%
Fairly playable but not a knockout.

the marvellous, mechanical

ZZAP! MEGATAPE 8

instructions!

FELIX (Elite)

Adrian is an absent minded mutant spider who hates waking up in the morning. He's always got a hangover and often accidentally puts his contact lenses into his mouthwash cup and throws them down the toilet. Most people would have to buy new lenses, but Adrian is the most argumentative, belligerent and quarrelsome person in the entire world. What's more, being a mutant spider he can threaten some very nasty things to the local profit-grabbing water company (PLC). To avoid being cocooned in a web and spending an eternity being harangued by Adrian, the company president calls in FELIX!

Felix is the fledgling of a pair of parakeets from Chernobyl. Due to radiation poisoning he's only a centimetre tall, but to compensate he's got awesome mental powers. By the age of two he had mastered the Theory of Relativity, and by three he had developed an antigravity machine to propel his tiny cage. Unfortunately the closed minds of conventional science dismissed him for merely parroting other peoples' ideas. Unable to get a proper job, he's become a freelance troubleshooter like Sir John Harvey Jones — only he's got a single-shot laser to zap any scientists he sees.

Felix's mission is to scour the local sewers for the contact lenses Adrian keeps losing. The sewers are mazes and Felix only has a limited amount of time before his oxygen runs out. To complete a level Felix has to bring all the lenses back to his home base one by one. But he is not alone! Almost a year ago a fleet of aliens from Andromeda landed in Lambeth, London. The aliens are just as small as Felix and their starship included housands of them. But before contact could be established with intelligent life they were all served with Poll Tax bills for thousand of pounds each. The total cost was in the millions and they had to sell off their ship to pay it. Ever since then Britain's sewers have been infested with deadly aliens who think everything that moves is a Poll Tax collector. Felix must avoid, or shoot these aliens to preserve his energy reserves and also avoid the sewer walls which have been electrified by the aliens. Higher levels are even more complex, but revolving 'B's give extra time!

Can you find all Adrian The Mutant Spider's contact lenses? Will you survive the Poll Tax Hating Aliens? Load up FELIX and see!

Credits
Felix was programmed by **Paul Montwill** with music by **Mark Cooksey.**

Printed game scenario is the unique contribution of the wacky ZZAP! crew.

GALAXIBIRDS (THE GAME THEY COULDN'T STOP)

Goodness gracious and lawks alordy! The most evil nasties you ever did see have invaded the world and are making it a fun place to live. The now-redundant politicians are a mite peeved, not because they've been ousted from their governing positions, but because they're all too old to take part in the fun and games organised by the fun loving aliens. So, off they all went to hire a space pilot capable of destroying the aliens, and you just happened to fit the bill perfectly.

The politicians' club fund enabled them to purchase a Soopakomplex Oneshotatatime Mark III Spacecraft to destroy the evil do-gooders. It's incapable of forward motion, but very agile at moving left and right.

Your spaceship appears at the bottom of the screen, and using your skill and judgement you must blast the aliens as they whizz down from the top of the screen. They're fairly annoyed by your intrusion into their fun and games, so they try to fly into you in a kamikaze attempt to destroy your ship. Fortunately, you can move left or right to prevent contact.

There are number of different races of aliens, and each race attacks in a set formation. Destroy all the aliens in an attack and the next lot duly take their turn in attempting to blow you up. However, the aliens don't really look like aliens — they have transformed themselves into more traditional Earthly forms, so we don't have to endure their horrible scaly appearance. Consequently, it becomes quite comical when your ship is attacked by a load of Dodos.

Other types of nasties include 'Ackin' International Karate Maties, Killer 'Bounder' Balls, Culture Vultures, Swans, Budgies and Asteroids. There's also a special guest appearance by Squawk the Parrot and friends. Once every sort of alien has been disposed of, the first batch return but this time they're doubly peeved and move about at twice their original speed.

Galaxibirds was reviewed in Issue 17, where Julian Rignall commented; 'To be honest, this game is a load of rubbish, but it's very enjoyable rubbish and great fun to play. There are plenty of jokes within the program, both in the scrolling message on the title screen and in the game itself...

Graphics are poor, sound is awful, but I love it.' Gary Penn agreed; 'The programmers must be congratulated on a super p' take of the whole shoot-'em-up genre. You haven't really lived until you've played *Galaxibirds — The Game They Couldn't Stop!*'

If your amazing ZZAP! Megatape proves to be faulty, have no fear. Just bung it in a jiffy bag and send it to *The Young Doctors, ZZAP! Tape Clinic, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 1JW.* We'll look after it well, and send you a fully fit replacement!

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Rorschach
Scientific Stationary

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.
HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.
RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.

LAB ASSISTANT: The Geek

Just 'cause he's got a hard drive Ed thinks he's the bee's knees. He had the audacity to tell me that nobody reads my intros (except him of course) and that they're a waste of space — by the way, how is Robin? Well, I want to prove him wrong (again) and so I challenge all my readers to drop me a line (crayoned letters are perfectly acceptable) so I can make Ed eat his, or indeed your, words. Go on, what's 15 pence between friends?
Anyway, before you dash off to get mom to sharpen your favourite red crayon, let your eyes widen in wonder as I reveal this month's superfluity of software:
Larry's back in the third of his sleazy quests to find true love among the bimbos of bad-tasteville.
Scale the dizzy heights of the Tower Of Babel in robot form as you strive to phone home.
Bomb the bas... er, ... bad guys before they drop a megaton or two on you in Nuclear War.
Have a go at RPG in Might & Magic II but get it right or you'll be known as a ham-role player.
Enter the Citadel Of Chaos with an undead accomplice and let the corpse of true adventuring run deep.
And if that lot isn't enough for you I give you tips galore — well for Space Quest III and Leisure Suit Larry III anyway.

LAB Report

TOWER OF BABEL

MicroProse, Amiga £24.99

The Shinarians built a tower, the purpose of which was not to get a good view of The Pleasure Beach but to communicate with God. Unfortunately, God must have been busy, he never returned the calls. However, the ziggurat was so tall it attracted attention from beyond the clouds: a Zantorian cruiser just happened to be passing and, unable to ignore the enormous construction, came down for a better look.
Deciding the Shinarians needed a spot of hi-tech help they left behind three spider-like robots — a Zapper, a Pusher and a Grabber — to assist with the tower's construction.

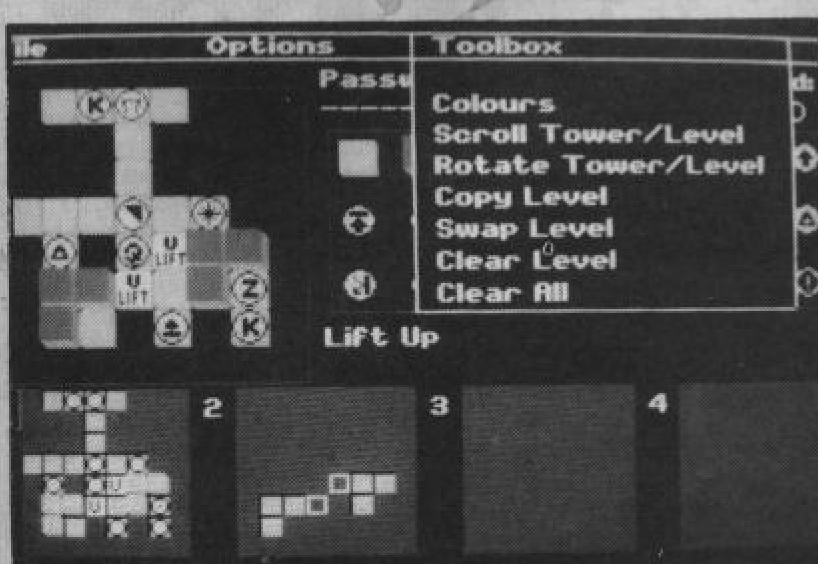
However, as time marched on and the tower grew taller, the three robots became homesick (ahhh) and decided it was time to leave. To do so they would have to scale the very pinnacle of the tower in order to communicate with the Zantorians.

Meanwhile, the Shinarians had become possessive of the robots and were determined that they should not leave. They built obstacles and set traps in the tower in an effort to stop the robots reaching the pinnacle. The robots sussed the situation and destroyed the Shinarians... but they still have to get to the top of the tower if they want to get home.

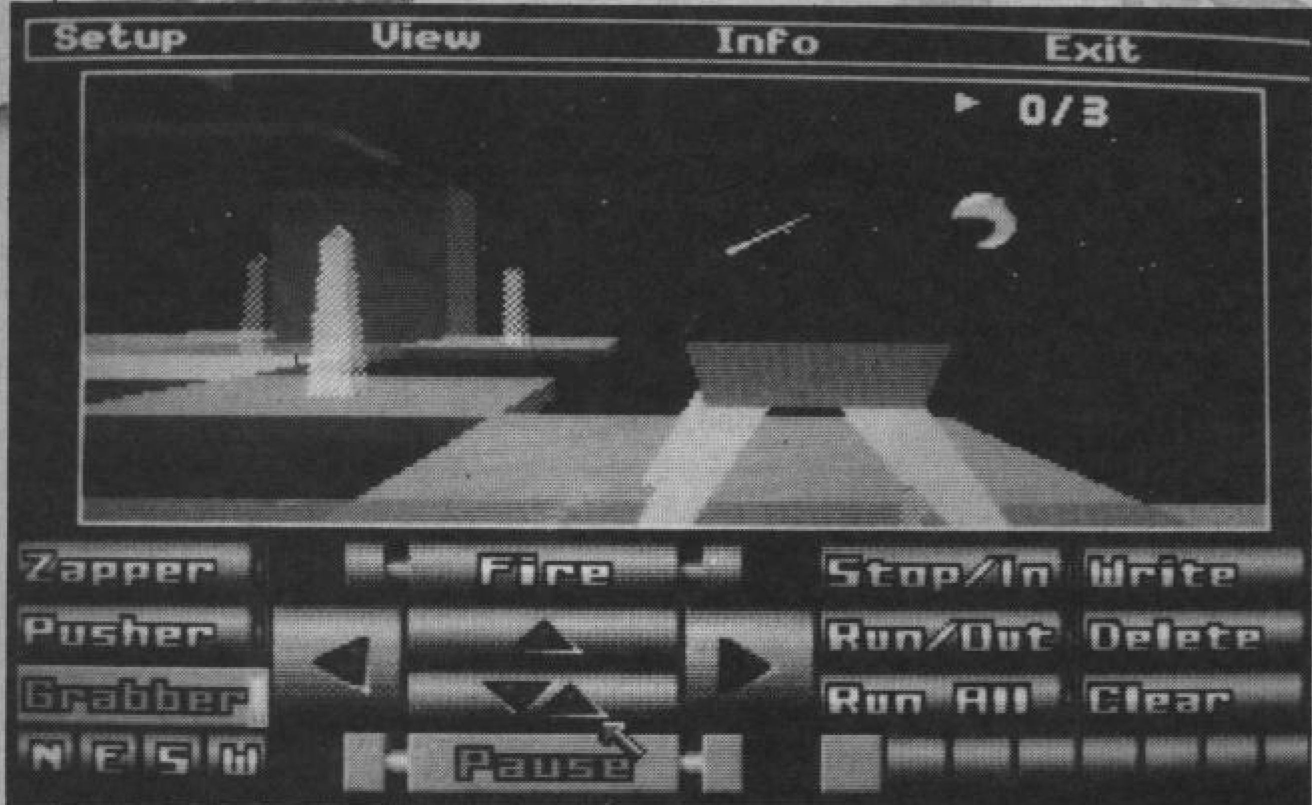
Viewed through their eyes, you guide the three robots, either individually or simultaneously, as they strive to negotiate tower sections in a bid to reach the summit. Each section requires the completion of a particular task for success, varying from destroying a single object to possibly collecting 10 klondikes (robot power-pods) and destroying 20 objects within 100 seconds.
Opposing Pushers and Zappers, Proximity Mines, and Time Bombs exist throughout the tower to make your life difficult. Blocks can be Pushed around and used for protection or to deflect Zappers' lasers. Landlizards, Hoppers, Watchers and Worms all wander around getting in the way. Lifts abound throughout sections, strategic use of which is usually necessary to solving problems.

Four cameras — north, south, east and west of the tower — with the capability to move left/right and zoom in/out are used to assess sections, watch events, look for hidden dangers and plan strategies.

A most interesting aspect of *Tower Of Babel* is the inclusion of an in-built game designer through which you can create your own towers to try and fox your friends.







Tower Of Babel gets tougher as you progress, there is no luck involved in success, the game is pure logic. An absorbing, sometimes frustrating but nevertheless brilliant strategy game. And not a hanging garden in sight.

ATMOSPHERE	83%
PUZZLE FACTOR	92%
INTERACTION	89%
LASTABILITY	88%
OVERALL	88%

NUCLEAR WAR

New World Computing Inc./US Gold, Amiga
£24.99

Ever fancied causing death and destruction across the world? Think you could antagonise global leaders to such an extent that nuclear war would be the only way of saving face? Reckon you could wipe out the enemy before he gets you? Wait a minute though, after all the damage caused to the planet by exploding megaton warheads, even if you win you lose. Ah, who cares? Blast 'em anyway!

After choosing four adversaries from a selection of ten Global Leaders you each take turns carrying out certain actions in a bid to be the survivor of nuclear war. The limited actions available include building weapons, defending your country, conducting propaganda campaigns on enemy countries to increase your population and dispatching missiles or bombers to destroy enemies (this takes two turns). When all participants have completed their actions the results are shown in an almost humorous, animated, graphical display.

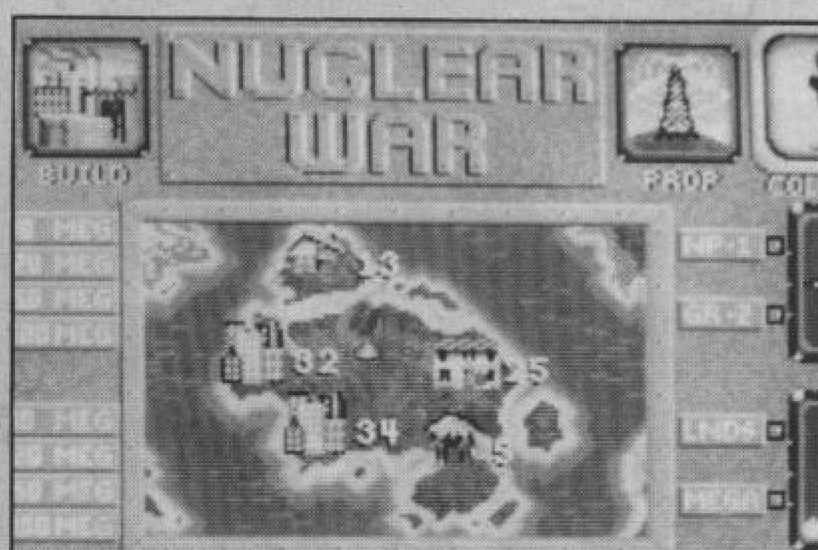
All countries are made up of cities, their population size indicated by an icon: a tent is a small city, a high-rise block is large. The larger a country's population the faster it can build weapons and the more attacks it can take.

Enemies' attitudes toward you change depending on your actions — they don't usually take kindly to having their cities razed to the ground — and how you feel towards them. Trying to keep them tolerant of you is a good way of not being blasted from all sides before you can build up a decent arsenal.

Once all cities in a country have been destroyed that country makes a final all-out assault on its enemies until its weapons are spent. Should you be the first country to fall, the remaining four go through their actions at an incredible speed until only one remains. The game-end screen is a very nice graphic of a desolate area with the victorious leader jumping up and down shouting, 'I won, I won'!

Nuclear War is easy to get into and warrants a few attempts at becoming leader of a dead world, but its simple gameplay, limited strategies and unimpressive (though nearly humorous) graphics render it poor value for money.

ATMOSPHERE	57%
PUZZLE FACTOR	34%
INTERACTION	59%
LASTABILITY	29%
OVERALL	30%



GEMS: CITADEL OF CORRUPTION

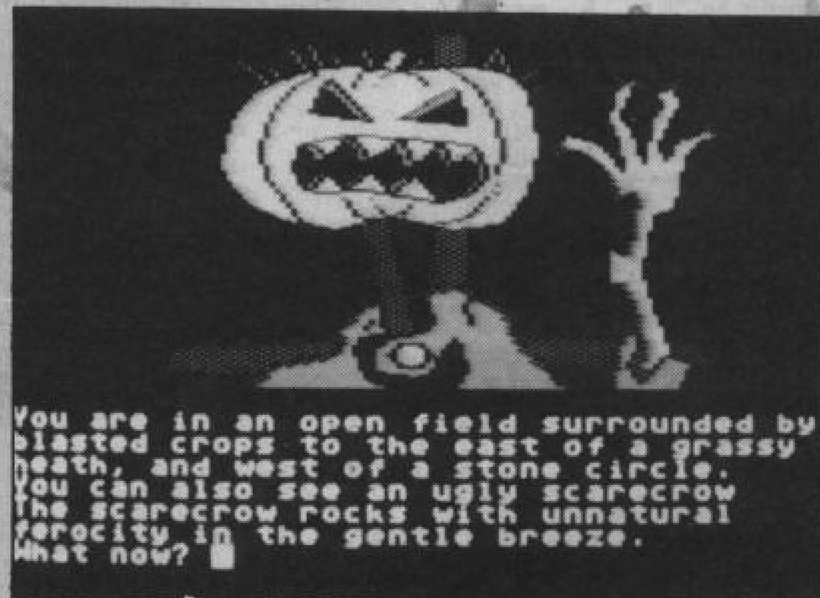
Digital Dynamite, C64 £8.99 cassette £11.99 disk

A GACed adventure, *Citadel Of Corruption* accompanies three other games — a shoot-'em-up, a puzzle game and a platform game — and a music demo, all for the price of one. Sounds like value for money... but is it?

Digital Dynamite's logic is not quite up to a certain Vulcan's: surely packaging an adventure game with arcade-style programs reduces the potential market of either one or other type of games player. Adventure fans don't usually venture into the arcade world (and vice versa) unless the game is particularly brilliant. However, as there's a distinct lack of C64 adventures around at present I can't forego the chance of reviewing one just 'cause it hangs around in odd company.

A mad scientist resides within the citadel and his experiments have polluted the land near and around your village. If the experiments are not stopped your village will die through not being able to live off the land. You are the third to be chosen to enter the citadel to try and stop the scientist. The fact that your two predecessors didn't return is dominant in your mind as you stare at the uninviting drawbridge to the citadel.

Citadel Of Corruption is not bad: text descriptions are atmospheric (and I couldn't spot any speling misstakes) and graphics are good. However, some of the ideas are odd, for example: doing the right thing with the right object brings a Zombie to life. He's so grateful that he follows you about everywhere undertaking (good word) the odd task for you. There's nothing out of the



ordinary — for an adventure game — in this but certain actions performed by you are simultaneously executed (another good word) by the Zombie. At one point you swing on a chandelier to get across a room, the mental picture of both you and your undead friend hanging on to a crystal lampshade as you fly gracefully from one balcony to another is interesting to say the least. Also having both of you squashed into a dumbwaiter trying to reach the kitchen conjures up an amusing image... well it did for me.

Exploring the citadel — and trying to find a reason for having a live, beating heart in your hand — is interesting and challenging and, even though the save-game facility didn't work on my copy, I'm sure I'll return soon to sort out that mad scientist.

Unfortunately, the mixing of game styles in the Gems package renders *Citadel Of Corruption* an expensive adventure; the arcade programs are definitely not good enough to get me to dust off my joystick.

These marks are for *Citadel Of Corruption* alone.

ATMOSPHERE	69%
PUZZLE FACTOR	65%
INTERACTION	59%
LASTABILITY	60%
OVERALL	61%



LEISURE SUIT LARRY III

Sierra On-Line/Mediagénic, Amiga £39.99

After saving the tiny island of Nontoonyt from the nefarious deeds of Dr Nonookee all you desire is a quiet life with your wife Kalalau in the idyllic setting of your mansion on the island. Unfortunately, civilisation has come to the island. Where once golden sands cascaded down to azure-blue lagoons and beautiful jungles sprawled luxuriantly, hotels reach up to polluted clouds, oil taints the sea and big business has a firm grip. However, all this modernisation doesn't bother you too much, if it hadn't arrived you'd still be living off the land and residing in a mud hut. Now you have a mansion and a good job at Natives Inc. Life is bliss... but not for long!

As with the two preceding *LSL* games you don't have much idea of the plot and have to play the game a while before a story unfolds. In this case, without wanting to give too much away, you find your wife in the arms of another. Thrown out on your ear it's up to you to survive using your wits alone... could be a short game!

Before the game begins you're warned that pixelated nudity is used which may be offensive to some players, you have to confirm that you want to play (a bit silly really 'cause if you didn't want to play the game you wouldn't have bought it in the first place!). You're then invited to enter your age and prove it by answering some questions. The older you are and the more questions you get right, the raunchier the game is to play.

Larry begins the quest in a spot dedicated to his defeat of Dr Nonookee. A gold plaque detailing his daring deeds glints proudly in the tropical sunshine. However, looking through the nearby sightseeing binoculars could give you a view of more than you bargained for. This action, although immoral, gains points and indicates how you should behave to progress (ie naughtily). In fact, you're guided through the first few scenes of the game — sometimes by a not very subtle pointing finger — but once you've got an idea of what's expected of you you're more or less left to your devices.

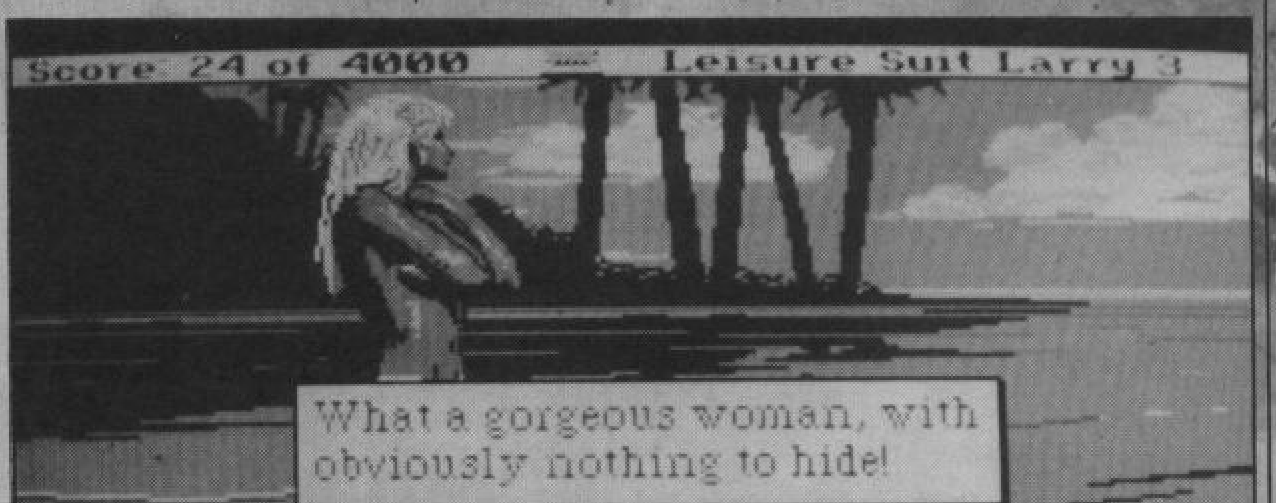
Using mouse, keys, joystick or a combo of all three, you steer Larry through his little 3-D world. A visit back home and then, following a quick change into the leisure suit we all know and love, it's off to Natives Inc where the game really begins.

Make up your mind you're not going to be offended by the game and *LSL III* will have you rolling around on the floor... laughing, that is. Some of the antics Larry gets up to and situations he finds himself in are hilarious.

Eventually you get to play the part of Passionate Patti who falls in love with the leisure-suited lounge lizard but, due to a misunderstanding, Larry goes off into the jungle to lose himself. Patti faces the dangers of bamboo forests, rapids, waterfalls, ravines, Feral Pigs and lesbian amazons in her quest to get her true love back.

Sierra On-Line have produced yet another excellent animated adventure... but it has its flaws. Game credits slowly fade in and out on certain screens which — as one can read this information in the packaging — do nothing but slow animation down.

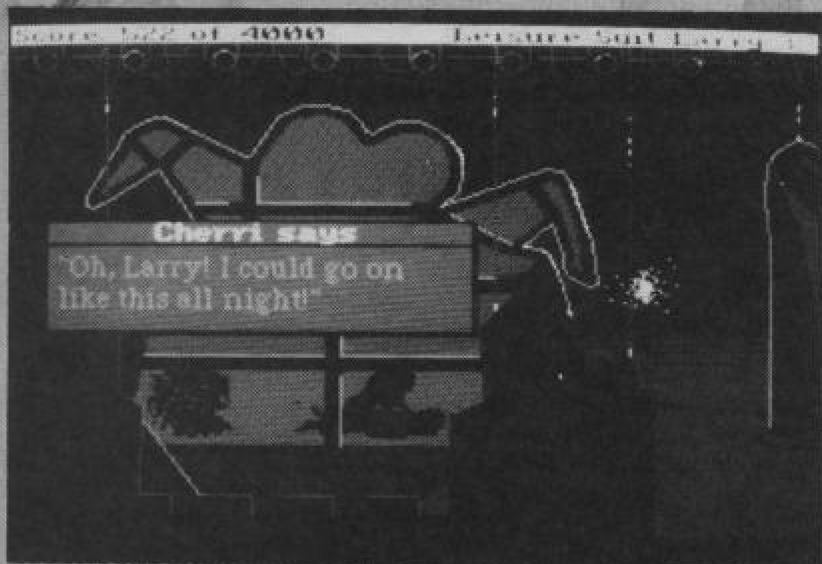
Game speed gets really slow when there's a lot happening onscreen which, when all you want to do is get across a location, is frustrating. There are references to the game's creators throughout the game and, while I appreciate their skills at programming *LSL III*, I don't want them shoved down my throat in every other message. The ending, once Patti has rescued Larry from the amazons, is incredibly esoteric, boring to watch and play, not funny and indicates that Al Lowe (*LSL III* designer) had no idea how to finish the trilogy. The game's also overpriced.



Luckily these flaws are more niggly than important (I just wanted to say something bad about Sierra On-Line for a change) and shouldn't deter too much from the pleasure of once again trying to save Larry from himself.

ATMOSPHERE	81%
PUZZLE FACTOR	79%
INTERACTION	81%
LASTABILITY	77%
OVERALL	80%





MIGHT & MAGIC II

New World Computing Inc/US Gold, Amiga £29.99

The kingdom of Cron was inadvertently created during a ferocious battle between the four elements, Fire, Water, Air and Earth. However, the fighting stopped when Man arrived (unusual) and displayed his contempt, even mastery, of the elements. Only in the extreme could the four elements harm humans and this fact, coupled with man's skill in matters magical, banished the elemental lords from direct interaction with Mankind.

One elemental lord was particularly miffed at being pushed aside and vowed revenge: he plotted, schemed and studied sorcery until he had power enough to summon a great dragon. The king of Cron realised how much of a threat the dragon was to his land and set out to vanquish it; the dragon wiped the floor with him! The king's battle plan was to protect himself from the dragon's fire with a shield of water but his spell backfired and he fried. Also, his attempt at creating a magic shield caused a flood which not only drowned the dragon but effected a change throughout the land, a change so vast it led to regression and the ultimate downfall of Cron's civilisation. Chaos reigns... and guess who's gonna get wet!

Might & Magic II is a role-play game which puts you in charge of up to five teams of adventurers with a maximum of eight members in each. You can either choose members from those provided or spend many a happy hour creating your own using characteristics such as Statistics, Class, Race, Alignment, Sex, Status and Secondary Skills.

Four windows inform you of your current situation (although these change to one when viewing a character or in mapping mode). They display your view ahead and characters encountered, current options, date and time and your team or text messages.

Five towns nestle in the turmoil of Cron and Middlegate is the one where your adventures begin. In towns you find weapon shops, temples for curing the wounded and obtaining spells — spells for both clerics and sorcerers are many and varied —, training arenas and many other buildings which may or may not conceal something of interest. There are also plenty of potential enemies wandering the streets.

Your band of merry muckers may be arranged in any order so that whichever of your party best suits a particular situation is ever to the fore. This is also useful if a party member has taken a lot of hits: he may be sent to the back of the party where it's relatively safe.

The combat system is quite good and it usually lets you run away — very useful when you stumble across a camp of 300 blood-crazed orcs. It's also fast so there's no time to make a cup of tea while enemies decide how to counter your moves.

Outside of towns a wilderness exists which is interesting to explore and features mountains, woods, cryptic messages, castles and again plenty of enemies to keep you on your toes. Graphics are animated and quite nicely drawn although you may get tired of seeing the same blacksmith in every town and the same barmaid (who drinks like a fish) in every tavern. There was no sound in the version I looked at.

Although there doesn't appear to be an ultimate goal in *M&M II* you are given the odd quest to tackle to enable your party to build up experience, weaponry and gold reserves. One annoying feature is the restriction of only be able to save a game at inns. This idiosyncrasy can be very frustrating, especially if you've been on a binge in the wilderness and are about to enter a town after gaining lots of gold and experience points and you get wiped out by an attacker before you make it to the inn. I don't understand the logic behind this idea, all it did was make me use the off switch before I otherwise might have done.

Although *M&M II* is polished to fairly high sheen and is interesting to delve in to it's not a thinking player's game, but if you like a lot of mapping interspersed with the odd hack'n'slay bout then you *Might* think this RPG *Magic*.



ATMOSPHERE	73%
PUZZLE FACTOR	67%
INTERACTION	71%
LASTABILITY	78%
OVERALL	72%



It's nice to know my fans still care: thanks for the compliments, I love being called Scumlord and Smelly. Furthermore, we have some illustrious names reading this page including the devil himself. Yes, Lucifer is alive and well and living in Kent — now that's my idea of hell! But what is John 'Gav' Gavigan of Blackburn on about when he says, 'Give yourself up, crime doesn't pay'? Luke Povey has a better idea though: there's no better apéritif than nail varnish remover.

Before I go, I must give the obligatory hellos to: Chris, Alun Andy Carroll, Marc Falloon, Timmy Holmes, Emyr 'Currant Bun Head' Wyn (any relation to our Ed?), Sam 'Eagles' Musk, Ross L, Stu A, Nick E and Des P. That'll be five quid each, all major credit cards accepted!

One more thing: will Craig and Sarah of Hull please tell me what they were doing to get a score of 944,420 as they didn't say which game they were playing (although I have a few ideas).

4TH DIMENSION (Hewson)

Cyberdyne Warrior
24,265 Scott Wooldridge, Cheltenham, Glos
17,835 Phil King, ZZAP! Towers
15,125 Stuart Wynne, ZZAP! Towers

Head The Ball
33,660 Rob H, ZZAP! Towers
32,990 Scott Wooldridge, Cheltenham, Glos
29,220 Phil King, ZZAP! Towers

Mission Impossibubble
82,500 Stuart Wynne, ZZAP! Towers
57,000 Rob H, ZZAP! Towers
53,000 Phil King, ZZAP! Towers

Insects In Space
224,490 Rob H, ZZAP! Towers
34,730 Stuart Wynne, ZZAP! Towers
18,690 Phil King, ZZAP! Towers

ALIEN SYNDROME (Ace)
362,500 Bret 'Cool' Crossley, Rothwell, Leeds
259,500 Martin Lindsay, Geraldton, Australia
223,610 D Emmins, Stratford, London E15

APB (Tengen/Domark)
75,890 (Day 18) Len Logg, Warley, W Mids
56,570 (Day 16) John 'G.O.D.' Canter, Welwyn Garden City

(Amiga)
76,540 (Day 17) Steven Packer, Chelmsford, Essex
72,505 (Day 12) Richard Fowler, Biggin Hill, Kent
70,000 (Day 14) Jamie Aldron, Maselton, Swansea

ARMALYTE (Thalamus)

60,927,900 Rob Ellis, Transmission Software
59,672,200 Col & Grinny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex

BATMAN: THE MOVIE (Ocean)

1,479,500 Paul Berry 'the cool dude', Rochdale
1,478,470 Niall Hatch, Killiney, Co Dublin
1,283,780 Richard Bentley, Haworth, W Yorks

(Amiga)
769,400 Chris (Megablaster), Rijswijk, Holland
624,342 Ian Perryman, Plymouth
615,570 (Completed) Craig and Jason

BATTLE SQUADRON (Electronic Zoo) (Amiga)

2,440,600 Lucifer, Deal, Kent
2,235,075 Liam Asher, Belper, Derbys
2,144,875 Jimmy Gustafsson, Sweden

BUBBLE BOBBLE (Firebird)

12,312,260 Simon Phillips, Greenfield, Beds
9,390,340 James Chan, Walton, Liverpool
9,384,260 Ian Moglan, Somewhere

(Amiga)
151,930 Laurenço Castro, Northolt, Middx
93,070 John Farrow, Barrowfield, Lancs

CABAL (Ocean)

208,615 (Completed) Chris Campbell, Nottingham
166,720 'Mad Man Mark' Ashton, Manchester
150,491 (Completed) Ronald 'Radical' Pettit, Banstead, Surrey

CASTLE MASTER (Incentive/Domark)

8,201,250 (Completed) Kev 'Magister' Bowley, Barnsley, S Yorks

CHASE HQ (Ocean)

18,860,520 (Completed) Michael 'Ens' Nicol, East Kilbride, Scotland
15,195,819 (Completed) Michael Bather, Bromborough, Wirral, Merseyside
11,091,969 (Completed) Brian Leahy, Co Cork, Ireland
10,339,013 (Completed) Richard Green, Hadley, Telford

(Amiga)
9,999,999 (Completed) Martin 'The Mittin' Calladine, Reading
7,240,560 (Completed) Casey Gallacher, Reading
4,421,420 Ian Perryman, Plymouth

CITADEL (Electric Dreams)

1,445,479 (Completed 12 times!) Björn Halen, Helsinki, Finland
1,237,750 Mark Clements, Kettering, Northants
745,920 Andrew Roberts, St Helens, Liverpool

DENARIS (US Gold/Rainbow Arts)

1,562,320 (Completed) Chris (Megablaster), Rijswijk, Holland
1,404,849 (Completed) Stephen Blidgeon, Wythenshawe, Manchester
1,253,510 (Completed) Katamati and Ookrio, Heston, Middx

DOGS OF WAR (Elite) (Amiga)

341,900 (Completed) Jimmy Gustafsson, Mjolby, Sweden
255,900 (Completed) Arjen vd Wetering, Holland
249,500 (Completed) Raoul V Ooteghem, Roermond, Holland

E-MOTION (US Gold) (Amiga)

Completed (156,400) Steve Packer, Chelmsford, Essex
Level 37 (127,650) Lucifer, Deal, Kent
Level 29 (76,950) Rob And Phil, ZZAP! Towers

FIGHTER BOMBER (Activision) (Amiga)

(Missions completed/flown)
13/26 Supersonic Stu, ZZAP! Towers (F-15)
13/27 Mad Bomber Hogg, ZZAP! Towers (Viggen)

GHOULS 'N' GHOSTS (US Gold)

4,364,900 Nathan Rees, Cyncoed, Cardiff
4,171,800 (Completed) Simon Hudson, Hillingdon, Middx
4,125,100 (Completed) Rab Paul, East Kilbride, Scotland

HARD DRIVIN' (Tengen/Domark) (Amiga)

70,576 (Time — 1:37.99) Andrew Rowley, Billericay, Essex
41,445 (1:49.58) Stu Lindsell, Brentwood, Essex
30,280 (2:08) Rob H, ZZAP! Towers

INTERNATIONAL KARATE+ (System 3)

588,000 Ste Markey, Bootle, Merseyside
565,100 Martin Smith, Ashbrooke, Sunderland
543,300 John Farrow, Barrowford, Lancs

(Amiga)
183,100 John de Vugt, Roosendaal, Holland
124,500 John Farrow, Barrowford, Lancs

IVANHOE
63,015 Stuart Wynne, Home For Sliced-In-Half ZZAP! Editors

JUMPING JACKSON (Infogrames) (Amiga)

28,750 Steve Packer, Chelmsford, Essex

MYTH (System 3)

79,451 Peter Hills, Gravesend, Kent
59,126 (Completed) Graeme 'Tensed-up' Fairchild, Brentwood, Essex
52,512 (Completed) Kev 'Dameron' Bowley, Barnsley, S Yorks

NINJA WARRIORS (Virgin)

203,540 (Completed) Edward Fletcher, Ashton-Under-Lyme, Manchester
177,320 Luke Povey, Wandsworth, London
161,170 (Completed) Steve Bellamy, Basingstoke, Hants

(Amiga)
144,430 Ian Perryman, Plymouth
143,050 Jimmy Gustafsson, Sweden
120,600 Marcos 'The Muke' Simpson, Northwood, Middx

OPERATION THUNDERBOLT (Amiga)

2,856,800 (Completed) Casey Gallacher, Reading
2,680,200 Ian Perryman, Plymouth
2,571,200 (Completed) Danial Besser, Bletchley, Bucks

P-47 FREEDOM FIGHTER (Firebird) (Amiga)

1,328,000 Steven Delory, Hailsham, E Sussex
242,764 Phil King, ZZAP! Towers
209,342 Ian Perryman, Plymouth

PIPE MANIA (Empire)

1,023,750 (Level 32, 2nd time round) Mike Vine, Dagenham, Essex
86,070 (Level 22) Thomas Matthews, Eastbourne

(Amiga)
109,000 Jimmy Gustafsson, Sweden

POWER DRIFT (Activision)

902,340 P Ano, Douglas, Isle Of Man
884,960 Phil Halliwell, Shotton Colliery, Co Durham
884,640 Ian 'Tiger' Gough, Gorseinon, Swansea (Hello from Penllergaer resident, Rob H!)

(Amiga)
1,972,382 'Andy's Mum', Seaford, Essex
1,969,393 Steve 'St Ivel' Gee, Wakefield, W Yorks
1,943,628 Philip Sutcliffe, Nottingham

RAINBOW ISLANDS

1,836,900 Kev Branch, Bromborough, Wirral, Merseyside
1,815,210 Bill Harrington, Islington
1,540,790 James Mason, Eaton Socon, Cambs

(Amiga)
2,993,980 Stuart Wynne, Ludlow Hospice
2,124,380 Ian Perryman, Plymouth
1,812,700 Rob H, ZZAP! Towers

RETROGRADE (Thalamus)

1,558,730 (Completed) Dave Pawson, Crayford, Kent
1,448,475 (Completed) Wouter Okhuysen, Holland
1,432,410 (Completed) Stuart Barfoot, Stilton, Cambs

SAMURAI WARRIOR (Firebird)

3,859 Bret 'Cool' Crossley, Rothwell, Leeds
3,427 Richard 'West Ham' Archbold, Basildon
2,926 Karl Green, Acklam, Cleveland

STRIDER (Capcom)

23,500 (Completed) John Tyrrell, Drogheda, Eire
11,850 James Jack, Grypskerk, Holland

(Amiga)
1,077,500 Rafe Ball, Acton, London
724,900 (Completed) 'Spike', Shelley, W Yorks
307,000 (Completed) Daniel Purbrick, Bodmin, Cornwall

SWITCHBLADE (Gremlin) (Amiga)

251,670 Simon Wilson, Winterton, S Humberside
133,090 Jimmy Gustafsson, Sweden

TEST DRIVE 2 (Accolade)

367,800 (Completed) Mark van Geijtenbeek, Leersum, Holland
289,700 (Completed) Mike Vine, Dagenham, Essex

(Amiga)
392,432 (Completed) Matt Heaton, Berkhamsted, Herts
327,296 (Completed) Sami Jussila, Jyvaskyla, Finland
304,900 (Completed) Stuart (F40) Jehan, Guernsey

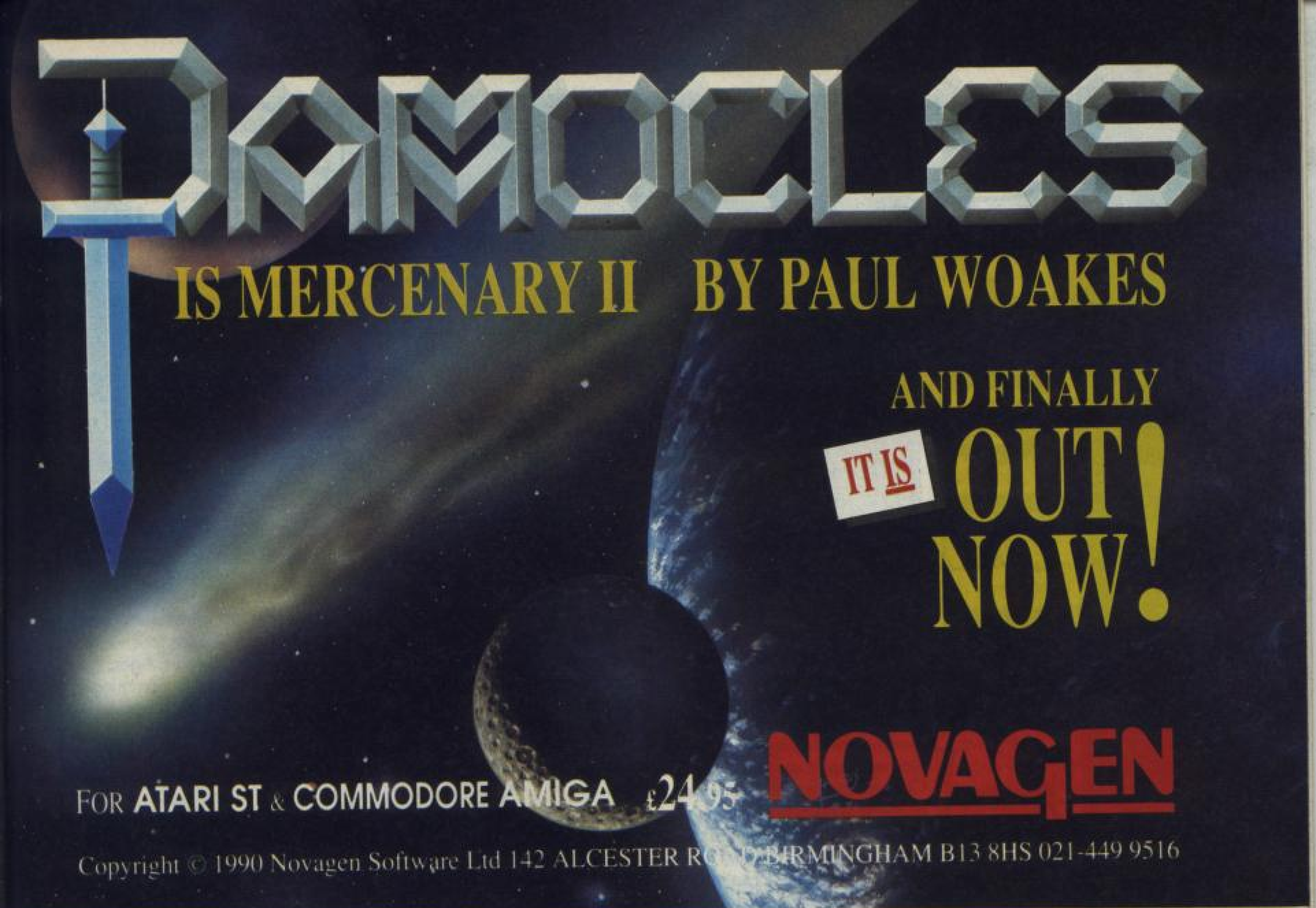
TURBO OUT RUN (US Gold)

28,750,000 Graham Pert, Clackmannan, Scotland
19,775,970 James Mason, Eaton Socon, Cambs
16,360,000 'Mad Man Mark' Ashton, Manchester

(Amiga)
48,669,257 Steven Bates, Askett, Bucks
28,806,740 Wotjek Sawicki, Msida, Malta
22,343,833 Kieron Roland, Telscombe Cliffs, E Sussex

THE UNTOUCHABLES (Ocean)

205,775 Steve Mundy, Askern, Doncaster
201,680 Paul Gedlestone, Upperthong, W Yorks
197,810 John Ruffell, Birchley, Nr Wigan


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UNDER THE OCEAN



Mancunian giants Ocean dominate software sales as easily as nearby Liverpool command football. As the hazy, lazy days of summer come upon us they aren't letting up on the pressure any. STUART WYNNE spoke to Realtime's Ian Oliver about the follow-up to *Carrier Command,* while ROBIN HOGG took to the coin-op trail again with Smart Egg, Teque and Software Creations.

THE MAN WITH THE GOLDEN GUN

Data East have been in coin-op biz from the word go, with the likes of *Kung Fu Master* paving the way for more recent smashes such as *RoboCop* and *Midnight Resistance*. Their latest is *Secret Agent*, which takes them into the world of classy spies, world-threatening madmen and gorgeous women. Appropriately enough Ocean have headhunted one of the slickest programming houses around to handle the project, namely US Gold veterans Software Creations. *Bionic Commando*, *LED Storm* and *Ghouls 'N' Ghosts* show what they're capable of.

The *Secret Agent* plot revolves around terrorists taking over Washington DC, plunging America into crisis. A mad leader (no, it's not the Scorelord) is preparing a nuclear missile to threaten the world. So 'send for XXX' is the cry. (XXX? Well you input your agent's code number at the start, and a certain code ending in '7' is probably as good as any.)

Secret Agent begins in spectacular fashion as XX7 skydives into work, battle enemy agents on the way down. He lands near the Abraham Lincoln memorial for some fisticuffs. Survive this and load two offers something completely different, namely a high speed motorbike chase after a limo. The next load is a bit wet, with XX7 scuba-diving in search for an entrance to the Madman's citadel. Finally our hero, missing only the dinner jacket from his evening attire, takes on the terrorists in a *RoboCop*-style shoot-'em-up. And, of course, along the way there's plenty of superbaddies ranging from diving bells and sharks to tigers and even Odd Job himself!

To help XX7, XXQ provides plenty of weapons including a harpoon gun and — best of all — a Golden Gun built up by picking up special pods. Obviously this guy seems to be a better Bond than Timothy Dalton (but who wouldn't?).



▲ Jet-packers make *Secret Agent*'s level two quite exciting. (C64)

Considering the size and variety of the coin-op it's no surprise Software Creations have assigned plenty of people to the project. Programming for the C64 game involves two budget specialists, Mike (*Peter Packrat*) Ager and John (*Kendo Warrior*) Buckley. Graphic support comes from Martin Holland and Chris Collins, who have excelled themselves with the Abraham Lincoln scene. As for the Amiga conversion, it's safe in the hands of David Broadhurst and Andrew Threlfall who've handled all of Software Creations' previous 16-bit work.

But what we all want to know is who's doing the music, and how on earth can it follow up *Ghouls*? Well this time Geoff, brother of fellow musicians Tim (*Ghouls*) and Mike (*LED*), is in charge and created over ten tunes long before programming started. It's been a big project, because alongside the standard home computer versions they're programming Nintendo and Gameboy (handheld Nintendo) versions.

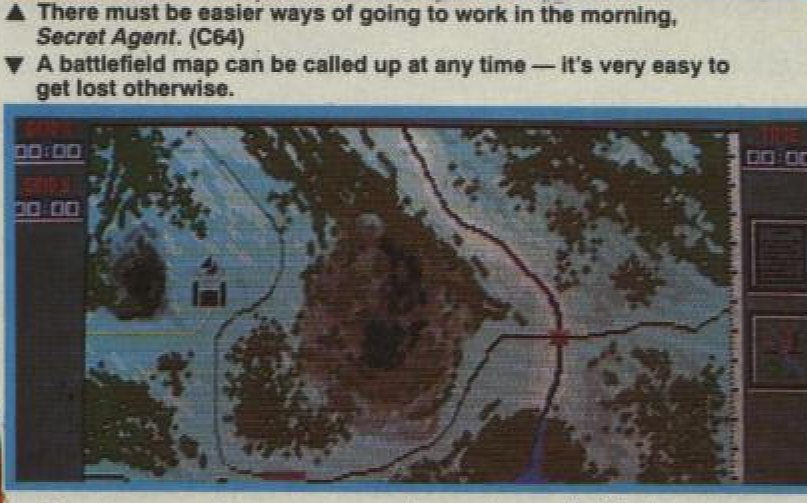
According to Mike Ager, the hardest part of programming the C64 version was 'getting the gameplay right and just coping with the number of sprites on the line (up to 16 in all); the parallax was a simple matter for me to do, I presume Ocean liked it and don't want it taken out'. This is particularly impressive in the underwater level with at least five layers at top and bottom, whereas in the the coin-op there aren't any at all!

My only reservation is that the coin-op's gameplay is a little unsophisticated but Software Creations aim to produce a faithful translation for both machines with end-level screens, start-up sequence and animated end-scene (including the 'Winners Don't



▲ There must be easier ways of going to work in the morning, *Secret Agent*. (C64)

▼ A battlefield map can be called up at any time — it's very easy to get lost otherwise.



Use Drugs' logo, which is rapidly becoming the norm for coin-ops and even on Atari Lynx game packaging!).

ADIDAS CHAMPIONSHIP FOOTBALL

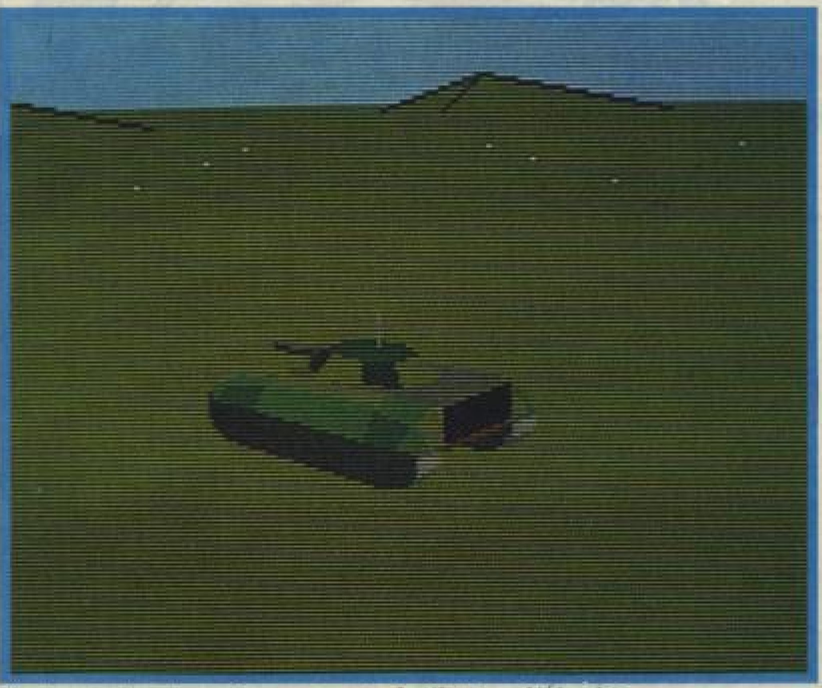
This was previewed about six months ago as *Adidas Golden Boot*, another troubled Ocean France project. The C64 version is in the hands of Smart Egg Software, who did the Z80 versions of *MicroProse Soccer*. There's no management, just all out footie with 24 teams out to win the imaginary Adidas Cup. Four formations, substitutions and individual stamina add some depth to this overhead-view game. What's more, the ball isn't Superglued to your foot so, like *Kick Off*, you have to line yourself up, select power and make the shot. There's also some nifty animated scenes for free kicks, goal kicks and penalties. These are just small graphics which appear in a corner of the screen. Music is by Matthew Cannon, and most un-football-like, thankfully.

▼ Going for goal in *Adidas World Championship Football*. (C64)



MIDNIGHT RESISTANCE

Following the announcement four issues back, Special FX have been beavering away on Data East's ace *Midnight Resistance*, a two player romp through nine levels of alien mayhem (now that's a new one). Some truly awesome end-level guardians steal the show in the coin-op as the one or two warriors total Circular Saws, Battleships, Jet Fighters and King (Big Head) Crimson himself. Little has been seen of the C64 version yet, although the Amiga game is coming along great guns. The ammunition store is a particularly well executed feature with sirens blaring all around. Take a look here and just sit tight. It's coming very soon indeed.



▲ An exterior view of your supertank. *Battle* seems set to far surpass the limited 3-D view of the Archimedes' *Conqueror*.

REALTIME REVOLUTION 2

The long awaited sequel to *Carrier Command* boasts a great new graphics system — of course — but also aims at being the ultimate mix of arcade action and tactical planning. Realtime co-founder IAN OLIVER explains why it's been so long, and just how awesome it will be.

When it finally appears *Battle Command* will have been in development for almost two years, design work starting just as *Carrier Command* was being finished. However, Realtime would protest this isn't an entirely accurate view of things. *Tank Command*, as it was once loosely titled, was a much different game when Telecomsoft employed Realtime. In those days it was much more of a follow-up to the strategy biased *Carrier Command*. Once Telecomsoft were bought out by simulation specialists MicroProse, the American company put forward plenty of ideas to make the game more of a 'MicroProse product'. This wasn't at all the direction Ian Oliver wanted to go in.

'I can honestly say I've never played their type of games... the type of game which concentrates on realism, even at the price of excitement has never appealed to me.'

What's more such changes would set the game up in direct competition to MicroProse's own definitive tank simulator — *Abrams M1*. A cordial parting of the ways was in order, and about six months ago Ocean took the project over. Ian was impressed: 'They're very professional, they don't get involved in any internal politics, there's no barriers between them and the programmers. It's very much a team effort, with them offering support only where necessary.' They've supplied some ideas and will help with play-testing, but Realtime were already set on a new course for the program. A much more action orientated concept.

In *Battle* your *Command* is a single super-tank. It's an extremely fast tank with masses of hi-tech toys. There's a nightsight, binoculars, chaff and flares to divert missiles, remote control missiles and much more. As with *Fighter Bomber* there's an external view, so you can zoom around your tank, admiring it from very possible angle as you bravely charge into action. Inspiration was drawn from stacks of technical manuals, but the game is set in a SF future world and the emphasis is playability — not realism.

There are going to be around 20 or so missions for you to enter, ranging from a simplistic shoot-'em-up to much more complex challenges. Each mission is set in its own battlefield, and some are huge. Plenty of tactical thought is required and success on later missions depends on obtaining hardware found in earlier ones. The game environment is absolutely packed with objects. Graeme Baird is working virtually full-time on creating objects for the game, including a dozen or so tanks, a helicopter, jet fighters, oil refineries, power lines and even rivers for you to drop down into!

All this is made possible by a graphic system which is 'exceedingly fast, with very reliable object handling'. There's 'no resemblance to the *Carrier Command* system which was very restrictive, including some bodges'. The new system will look great, but just as importantly it's much easier to work with. There's also the facility for data disks to more missions and objects later on...

Since Realtime plan to push 16-bit 3-D graphics to such new peaks, you might think a C64 version is impossible. After all, *Carrier Command* was converted for the C64 by someone else and wasn't 3-D anyway. But in fact Realtime not only plan a version, but are confident they've got a brilliant new 3-D system, all due to Steve Caslin according to Ian Oliver:

'Currently he's working all-out on products for the CES show in America, but when he came to Realtime he was experienced only with the C64. We asked him if he could do a C64 3-D system. He said no, but did it anyway and it's a beautiful system. According to him, polygon drawing is faster than line drawing on the C64, and his line drawing was four times faster than *Mercenary*'s anyway. It's very flexible and rapid. I've got no doubts we could do *Battle* with it.'

So as long as 16-bit *Battle Command* is the hit it inevitably will be, C64 owners will be able to look forward to something very special. In the meantime Realtime are willing to sell their system to other software producers, although the price is such only a series of games would make buying it worthwhile!

...it's dynamite!

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RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
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MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

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G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

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The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.

This function will work with many programmes.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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TRADE AND EXPORT ENQUIRIES WELCOME

ZZAP! RRAP...

It's all here in this month's Rrap — Satanism, bloody battles over game ratings and even a call for some wet T-shirt contests from Robin H. I am, of course, completely impartial and neutral, in the revolt of the Film Planners From Hell and allegations of drunken driving on *Ferrari Formula One*. Don't shoot the messenger as they say, but for the sake of my life please no more letters to Matthew asking him to curse various teachers — there's only so many virgins available for Satanic Rites in sleepy Ludlow.

DRUNKEN DRIVING?

Dear Lloyd

I was going to write a scathing attack on ZZAP!'s complete ignoral of games that come out on tape after being reviewed on disk. Instead, having just purchased *Ferrari Formula One* I decided to change that to an attack of your reviewing technique, something which has been causing me more than slight concern.

What I have just purchased is, to the best of my abilities of description not an 'authentic' simulation or 'a bit' like *Revs*, but more like a simulation of slow, jerky drunken driving in an Austin Maxi. Not only does it scroll slowly and jerkily so I can't even see what I'm doing, but I can't even drive the bloody thing in a straight line! If I could drive it I might try different settings but quite frankly I can't be bothered. Believe me, I didn't expect a *Revs* quality but I hardly expected the driving I encountered.

The trouble is this isn't the first time I have been at odds with reviews. *Gauntlet 1* and *2* were vastly over-rated, *Barbarian 2* and *Hawkeye* were given huge scores presumably because the reviewers went ga-ga over graphics and sound but forgot about the playability.

Then came *Power Drift* and *Pitstop II*. God knows what you were drinking when you reviewed *Power Drift* but it must have dulled your senses enough not to realise that the game is just too damn easy. I had won at every track at every circuit within one week of purchase and it is now consigned to the corner of my software collection never to be played again. You then continued and unbelievably some prat then came up with the revelation that *Pitstop II* was, one of the best games you can get for the 64 somehow ignoring the fact that it was: (a) completely unrealistic, (b) relied more in luck than skill and (c) on the hardest skill level is too easy.

I can take reviews that are slightly optimistic but each of these games mentioned (and there are a few others too) are seriously flawed and deserve between 15 and 40% less each, and cannot be accounted for just via different tastes.

When ZZAP!, or any other magazine for that matter review commodities for the sole purpose of informing the public as to their merits or otherwise they must remember that they have a responsibility. Thanks to ZZAP! I have now wasted approximately forty quid on games which, had they been properly reviewed I wouldn't have bought. I hate to say this but I'm beginning to wonder if the ZZAP! team actually forgets that we have to buy the product rather than get given it free.

Yours severely narked

Marcus Geavey, Aylesbury HP17 8BN.

Strong comments indeed, Marcus. So strong in fact that I'll hand over to Phil for his defence of Ferrari...

PHIL: *All I can say is that I have thoroughly enjoyed playing the game. I found it to be as near perfect a conversion of the classic Amiga game possible. True, the driving section is on the slow side, but after a while you get used to it. And honestly, if you can't drive in a straight line you ought to be breathalysed!*

In the review we never claimed that Ferrari *was an arcade style racing game but instead a deep, tactical simulation of all aspects of Grand Prix motor racing. To get the best out of the game you really do have to use the mechanical and testing facilities.*

LM: *And on the subject of* Power Drift *I'll pass to Robin...*

ROBIN: *Admittedly* Power Drift *has aged somewhat since its review in Issue 55 but this is all due to* Turbo Out Run *proving superb beyond belief. At the time (and this is BEFORE* Turbo *came into the office) we were extremely impressed by the sheer speed of it all, the large variety in the graphics and the all-round fun to be had by the game. Yes, it is a little easy but you can't deny the ambitious nature, speed and thrills of the game. In fact, Phil in his* Power Drift *comment said, 'I'm not too sure about the depth of play and long term variety of the gameplay but the coin-op was to fault in this respect also'. Given the C64's limitations,* Power Drift *came across as a bloody fast, action-packed racing game and that's something that's notoriously difficult to achieve on the C64. It's just fate that* Turbo *came out the very next month and instantly made* Power Drift *(and all other racing games for that matter) look a little dated.*

LM: *Well I hope that goes some way to justify the* reviews. I must say that the reviewers make every effort to make every review fair and accurate. But who was it who said, 'You can't please all the people all of the time'? It was me, just now!

LM

RAGING BULLOCK

Yo Lloyd me ol' Blue Smartie Greetings from Mr or maybe Mrs Smartie, I've never been quite sure. One thing I do know is that I'm a raving mad headcase.

You're a very lucky man Lloyd, me ol' Liquorice Allsort. I was going to write this in crayon because pens aren't allowed in here (can't think why pens are prohibited and issues of ZZAP! aren't) but luckily my mum smuggled this spanking new fountain pen in my washing as well as my Jackie comic.

Right Mr Mangram you have two minutes starting from now:

1. When will you be publishing a tips booklet on the front cover of ZZAP!?
2. Will you make a Console book or something similar, like Computer and Video Games (vermin, keep them away)?
3. Are you thinking of hiring a new person for ZZAP! Rrap?!!! Heh, heh, only joking.
4. Congratulations to the Pig In A Poke team for their work, it's brilliant, give them two more smarties in their wage packets, eh!
5. All me mates here at Happy Valley demand the return of Thing, Nose and Panto Horse or else, we have friends at Newsfield, don't you know?
6. Have yo ever thought about advertisements for games being printed on postcards? No, nor have I!!!

Oh, there goes the bell, must plodd off now to my luxury padded cell (I tell you am I lucky or am I mad? — don't answer that).

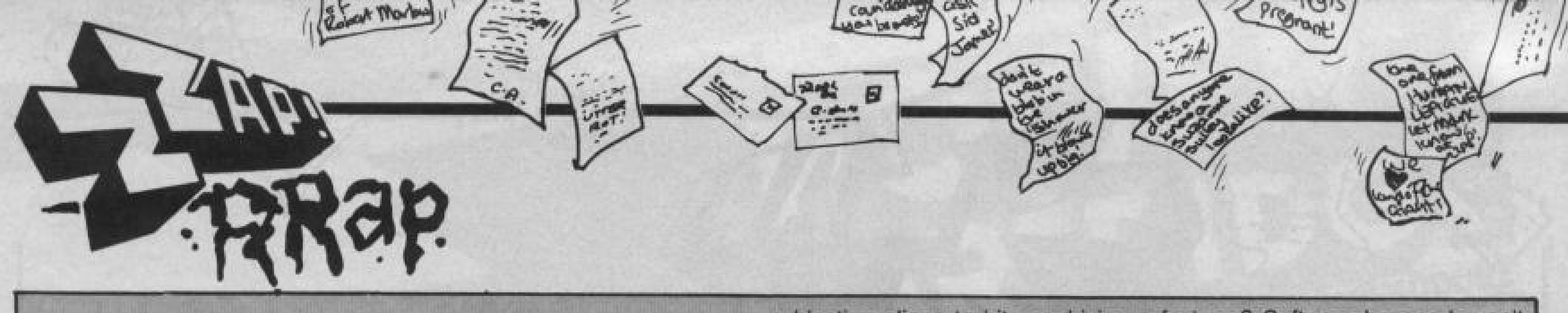
Edd (Woo ho) Bullock, Happy Valley Home for rest and perhaps Sanity!!!

PS. Don't laugh at the name, it's a U not an O. I will forgive NO misprints!

1. Uhm, pass.
2. Very unlikely.
3. Ho ho.
4. One would be generous, methinks. (ROB H: Wait a minute, what do you mean TEAM? Pig in a Poke is done by all of one person, me! And I think a wage increase to 15 smarties a week is in order too (all orange or I quit).)
5. Pass.
6. No.

Ah, well, I never did like Mastermind!

LM



POPULARITY PUZZLE

Dear Lloyd

With all these puzzle games cropping up recently, you might expect the age of coin-op conversions to be slowly coming to an end, to be replaced by masses of simple, non-violent puzzlers. But of course, this will never happen.

When *Tetris* first appeared, all that time ago, the reviewers were absolutely raving over it, naming it as the most addictive game ever made, being very easy to get into, very hard to put down and all that clichéd rubbish.

Yet, first of all, you have to take in to account what an average magazine reviewer is. It's not a normal teenager who gets a small amount of pocket money each week and who's eagerly saving up to buy a coin-op conversion or shoot-'em-up etc.

It's more than likely a twenty year-old who's bored stiff by the hundreds of similar games he has to play and who adored *Tetris* because it was so different from everything else and it made a nice change. But, going back to the normal teenager, who has just saved up all his cash to buy a full price game he would take one look at the screenshots of *Tetris* and put it back on the shelf. Alternatively, he would have read all the good reviews, gone out and bought it and then be incredibly disappointed by it all and wished he'd bought a coin-op conversion instead.

I, myself am partial to the odd puzzle game now and then but only the ones where there's an element of arcade action as well. *Nebulus* is a prime example of this because you actually control a character as well as using your brain to solve the puzzles.

A few weeks ago, I played *Pipemania* and I can only say, what is all the fuss about? What kind of a game is it when you must build a pipe for some yellow gunge to pass through? Wouldn't everyone rather be blasting aliens to bits or driving a fast car? Software houses haven't really tried making puzzle games on a grand scale and the recent outburst of them will probably make sure they never do. *Pipemania*, *E-Motion* and *Klax* might all get good reviews but I very much doubt whether they'll sell.

In this day and age, original games have to be astoundingly good and have a wide appeal for them to have any chance against all the licensed ones. In my opinion, there is simply no room for pure puzzle games in a software industry like today.

Daniel Salter, Rotherham S60 2TA.

I think your first point has a strong element of truth: without a big licence and amazing graphics many people will, unfortunately, put games like Pipemania *back on the shelves. However I take strong issue with you over how good these puzzle games are. Yes, occasionally there might be a slight chance of jaded reviewers being more impressed by something different, and original, than other gamesplayers. But in the case of* Pipemania *at least, it appealed to everyone in the Stalag. Even the Film Planners From Hell and the Art Dept's much missed Melvyn Fisher were great fans of the game. At first glance it may not appear much, but the requirement to complete four levels in a row to earn a password leads to compulsive addiction. All the reviewers still stand by the Sizzler ratings.*

As for Tetris, who can think of a game that's appeared on so many different formats? It's a hit even on the monochromatic Nintendo Gameboy! It's also perhaps only home computer game to be successful converted up to a coin-op. And the story isn't over yet, with a new machine allowing you to gamble for money with it. Atari Games certainly seem pleased with it, as Klax continues many of the same ideas and was acclaimed by many as being by far the most exciting coin-op at the recent ATEI show.

HEAVY LOADING

Dear Lloyd

Just a line to say I'm quite pleased with the quality of ZZAP! mag but I do have one or two questions to ask.

(Q1) Is there any chance that you might print a map for *Dizzy Fantasy World*. Because I'm in a real jam, so I'm pleading with you to let me know if you can do it or not.

(Q2) Yesterday I got Issue No.61 of ZZAP! the tape I got was naff so I took it back to the shop. But no luck they would not exchange it so would you be kind enough to tell me what I can do to get a good one. One side wouldn't load (very disappointed) and the other did (great).

Michael McDonnell, London, N18 6SD.

1) Yes — but only if someone sends one in for us to print.
2) Faulty Megatapes should be sent to The Young Doctors, Newsfield Ltd, ZZAP! Tape Clinic, Ludlow, Shropshire SY8 1JW.
LM

IT'S HELL DOWN HERE

Dear Lloyd

I am writing to complain about the constant remarks implying that the Film Planning department is satanic. I have been working at Newsfield as a Film Planner for almost two years now and though I recognise that we work in hell it does not make us satanic. I admit we have some strange characters like Rob the 6'3" mutant dwarf and Tim who beats out the time for us to work. Jenny who does the B/W piccies hasn't been out of the dark room since Sept '88. I myself have become particularly singed from the fires that burn forever. What we need the most is your help not your jibes.

Robb 'The Rev' Hamilton, Hell.

PS. Matt Uffindell is not the Antichrist, he's a very nice man, a very, very nice man.

Speaking for myself I find this constant slurring of film planning very distasteful, I think you're all wonderful and if you'd just let me down I'll even say how saintly Mr Uffindell is. He's been a leading member of the AA (Antichrists Anonymous) for quite some time now! And Robin has offered to pour cold water over film planning any day, especially when Jenny's wearing one of her flimsy T-shirts!
LM

TAPERING APPEAL

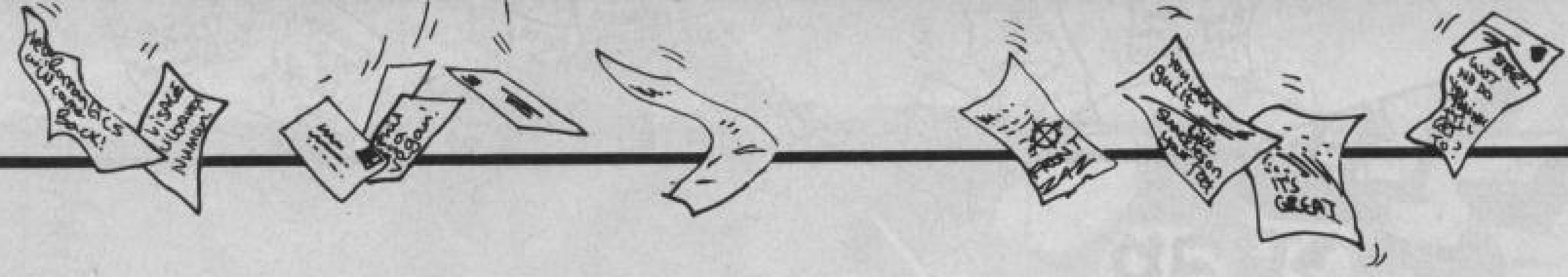
Dear Lloyd

I've never had cause to complain about ZZAP! 64, I've always rated it highly, but after waiting for the May Issue with relish, I realised why it took longer to arrive on the shelves: it had a tape on the front. This is great news for 64 owners but once again Amiga owners are left out. I know you'll say how much more it would cost and whether there is that much of a demand for disks on the mag, but other mags manage it, the ones that are usually ridiculous by other readers. 64 users moan if there are an increase in Amiga reviews but Amiga owners certainly are losing out in this case: maybe having issues with tapes and disks would be a better idea. Amiga owners would buy the issues with the disk, and 64 owners issues with tape.

Anyway sorry for such a long letter but I was angered by this and there is no way I will buy this month's issue for £1.95 and it's a very sad day for me.

Stephen Bauer, Essex, CB11 4BQ.

All the magazines which have regular cover-disks are single format. Covering both 64 and Amiga, ZZAP! would, as you say, have to have some issues with tapes on and others with disks. I know CU tried this once before and it caused so much confusion with newsagents and readers alike that nobody's attempted it since. Paying 45p extra for a tape you can't use is obviously annoying, but there is one way around the problem: subscribe and you'll get 12 issues for just £15 (that's only £1.25 each!).
LM



CLASSIC CUTS

Dear LM

I was happy to see two reasonable games on the Issue 61 cover this month and although I already owned them, I'm sure many readers would have been pleased with the special offer. However it would seem that most of your free ex-full price games happen to be shoot-'em-ups to some degree and although not a chooser, I would be happier with some brain-taxing classic product.

I've noticed that certain golden oldies have always been difficult to add to many peoples' games collections and are not available by mail order at a reduced price. Presumably they've been deleted. I refer to two games that have eluded me and many of ZZAP!'s readers judging by the wanted section on your advertisements pages.

1. *Scarabaeus* — a great favourite to those who reviewed it and is only available in a expensive compilation in which the other games have been sold many more times over.

2. *Doomdark's Revenge* — I applied to many mail order companies for this game when it came out in 1986 but always got an answer of 'out of stock'. It is one game that cheated me of the right to purchase. Also when you read this (if you do) remember that it's easy to cover mount ex-full price games that have been sold many times over (maybe not *Mutants*) but there are games that don't sell as well originally, but are deleted so quickly, that people haven't a chance to buy them during software slumps. Other games I'd shortlist are *Dark Side*, *Morpheus* and *Iridis Alpha*.

Brendan Lynch, Cork, Ireland.

Some very good points there, Brendan, and no doubt we'll be following up some of your ideas. However cover mounting any game isn't easy and requires lots of negotiations. Doomdark's is an absolute classic and obtaining that would cost a lot of money, while much of MicroProse's Rainbird/Firebird back catalogue has been sold to an unnamed budget company. Nevertheless more Megatapes certainly seem very possible for the future, and we'd appreciate any readers' ideas on their possible content.

LM

WAR AND PEACE

Dear Lloyd,

Another long boring letter!

Everyone starts off writing by saying how much they love ZZAP! but I am not!

1. I love ZZAP!
2. I feel that it is not fair. Fair about what?, I hear you say... well I think that you should get rid of the Amiga (reviews I mean). I know Amiga owners will not agree as there is not a better magazine than yours (reviewing style etc.) but the CBM 64 was here first, and ever since you introduced Amiga reviews into the magazine, people have written in saying the magazine isn't as good as it used to be. Soon there will be more Amiga than 64!
3. Also in Issue 61, you had loads of great games for the CBM 64 (*Turrican* etc) but usually you have only a few good games and loads for Amiga. For example, you see a game that has a Gold Medal and think great (possibly a game you might like to buy) but then find that it is only for the Amiga (not really your fault).
4. Do you think that *TV Sports Football* will be released on cassette, or is the loading too long etc..?
5. Have you any idea when you will review *Hard Drivin'*?
6. Recently my mate Richard Bennion and his brother bought an Atari ST 520, I have played on it a few times and I like it. Games are a bit pricy though, it does not quite beat the Amiga but I now need a new computer and need advice. The C64 was ideal, a reasonably good computer, reasonably priced games etc. but alas it has broken and I'm not sure which computer to buy. If I cannot buy a C64, can you suggest any other computers apart from Spectrums!!!
7. I think that they should introduce a Spectrum medal for a game with a mark below 10!
8. My pen's running out.
9. PLEASE PRINT THIS.
10. Great free Mega Tape.
11. My hand's aching.

Michael Sims, Clwyd, LL13 0HV.

PS. Myself, the ink, the paper and my C64 are all un-leaded.

PPS. There should be more computer programmes on television, such as a computer chart show, (the official chart from ZZAP!) top 10, etc. My top 10...

1. Percy the Poll tax collector.
2. Scary Syd in Strangeways
3. Bros and Big Fun hunters.
4. Teenage Mutant Hero Ninja hysterically squashed by Robin Reliant Turtles.
5. Harry the hedgehog at a Robin Reliant meeting.
6. The Mechanic of Skoda.
7. Football manager of a team in the Vauxhall conference league.
8. Milking a goat.
9. Strider (Blindfold) (not much difference)
10. London Taxi(s) on a Sunday.

1. Thanks.

2. While we do have some complaints off irate C64 owners, there's plenty of people who have an Amiga as well as C64, and welcome it. If there's room you'll be able to read some of their letters in this month's Rrap. What's more a great many of our readers plan to upgrade to Amiga — including yourself!

3. No, it's not our fault, and I can't see the point about complaining about it as if we should mark Amiga games really harshly and boost C64 marks regardless of how good the product is. We've already got people complaining we're too generous on some C64 games!

4. I'm afraid disk access is much too heavy for any cassette version to work.

5. A lot of people seem interested in this, especially as it'll need a miracle to work if Domark ever finish it.

6. Why can't you buy a C64? It's relatively cheap with a huge software base, and software houses are still providing plenty of support while doubts are growing about the Speccy and Amstrad. What's more, plans for cartridge releases for it seem fairly well advanced from the rumours we've been hearing.

If you do have lots of cash to splash around you can't beat an Amiga for superlative hardware and good software support. The only slight doubt is that a CD ROM Amiga console may be launched before 1991, so it might be worth waiting for that although the price is likely to be around £800. If price is a problem the ST is great value at £300. However sound isn't superb, and the STE doesn't improve things tremendously for £400. Maybe you should get a C64 and a Lynx!

7. C64 Head Over Heels *is identical to the Spectrum version, but still an absolutely magnificent game so I don't think the 'Spectrum Medal' is really fair.*

8. What a surprise.

9. Well...

10. Of course.

11. I wonder why!

LM

BOTCHED BIBLE

Dear Lloyd, May I ask in the games bible that you issued why has *Hawkeye* got a splodge over it. My highest scores on C64's *Rainbow Island* is 410810 and 417310. It is a totally awesome game but how do you get into the secret rooms?

Here is my Rrap rap (how corny I hear you say)...

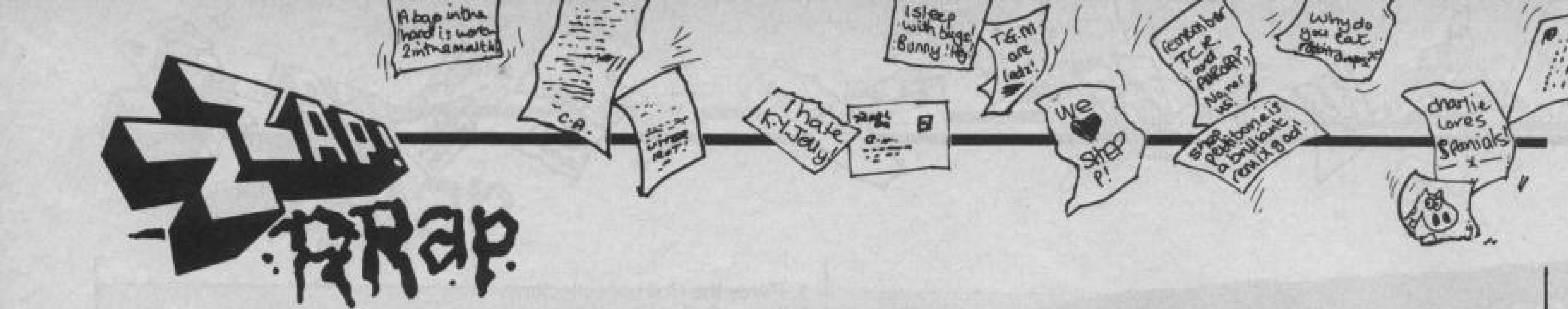
I read ZZAP! whenever I can
I am one of its greatest fans.
The Ocean loading tune is cool,
If you don't like it you're a fool.
Rainbow Islands is so fab.
(Tell the Scorelord that he's mad)
Other mags are all so crap,
My fave mag just has to be ZZAP!.

Gavin Burrell, Stockport.

PS. It's amazing what you can put together while *Turbo Out Run* is loading.

According to one-man-art-dept Mark Kendrick all the splodges are due to the 'Satanic film department'. (He said that, not me, Robb!)

LM



ZZAP! RRAP

WHAT'S THE WORD?

Dear Lloyd
I have an Amiga 500 (yeah) and an Apple IIe (yuck). I would like to raise the following points, and questions:
1. Firstly, are there any decent word processors out for the Amiga? By decent, I mean word processors that look like, and handle like those on the Macintosh. This letter was written on the Apple IIe, and this one megahertz, 128K word processor beats anything I have seen so far on the Amiga.
2. Is it true that Amigas were designed, and are only good for, games?
3. I must also state my opinion about having Amiga reviews in ZZAP! Don't you dare make the Amiga bits into a pullout like one reader suggested. This would be totally and completely ridiculous!!! ZZAP! is the only decent mag available as far as Amiga reviews go! Take Amiga from ZZAP! and all us Amiga users would be back at the beginning with CU (yuck!).
4. To all those people that complain about the price of ZZAP! We pay NZ$13 (equivalent to about £4.50) for our monthly ish! And what's more this issue us already two months old!!! But things aren't all bad, there is an alternative. We could pay only NZ$8 (about £2.50) for a five month old issue. So all you guys/gals that groan about the price, come over to good old New Zealand, and really pay! Don't worry though, not everything in NZ is incredibly expensive, it's mainly foreign mags.
5. An Amiga cover disk would be completely brill. I certainly wouldn't mind paying the extra 50p, that'd only raise the price to a mere NZ$17. Plenty of other mags put them on (Amiga Computing put one on every month!), without bumping the price up too much.
6. How come the following brilliant Amiga games were never reviewed among your pages: *The Great Giana Sisters*, its sequel *Hard 'n' Heavy*, and the brilliant RPG *Ultima V*? We bought all these games on the assumption they were brilliant, and they were, but the risk was there. Next time we might end up with a bomb game (choke gasp!).
7. All your reviews are brilliant! We don't mind double reviews (where Amiga is done simultaneously with C64), it adds comparison, but more Amiga tips would be excellent.
8. New Zealand is in no way attached, related, or otherwise to Australia.
9. ZZAP! is brilliant.
M Dinger, Cambridge, New Zealand.

1. Yep, definitely. Sentinel's £300 WordPerfect *is supposed to be one of the best word processors about and appears on a wide variety of machines. But for the Mac WIMP look, Arnor's £99* Protext *is very good with a fine spellchecker.*
2. The Amiga was designed as the ultimate console, but when that market appeared to die in the early '80s the machine was turned into a computer (much to Nintendo's subsequent relief!). The early disk-loaded operating system was a bit dodgy, and to begin with there was a question about its reliability for serious purposes. Fortunately this is no longer the case, and there's plenty of software about for everything from word processing to music. It's especially good for art packages, of course.
3. Yep, we agree.
5. Hmmm. Still thinking about this.
6. In Europe The Great Giana Sisters *was only in the shops for a few days before the threat of legal action forced its withdrawal. Nintendo regarded it as a copy of Mario Bros and US Gold didn't want to argue in the courts.*
7. Thanks.
8. It's still very close though, isn't it.
9. Thanks again.
LM

CASH DOESN'T REGISTER

Dear Lloyd
I live in Australia.
I have been getting ZZAP! mags for about 2 years. But the reason why I have not sent away for any games is because I can't work out pounds! Do you double it? I just wanted to know if you could tell me how to work out pounds?
Shannon Evans, Millgrove Australia.

At the time of writing you get about 2.20 Australian dollars to the pound. If you're ordering from the Zzuperstore you must pay in sterling and add 70p per item. Payment is best done by Access/Visa, through which the currency is automatically converted.
LM

IT JUST ISN'T CRICKET

Dear Lloyd
I have some complaints to make about C64 football games. First of all *MicroProse Soccer*: a good game but you can only score in five places and four against good teams, these are diagonal left or right into the penalty area, Pélé [Is this right?; we couldn't read your handwriting — LM] left or right and against crap teams straight down the middle. Also there are no fouls and why in the C64 soccer games does the ball stick to the players foot so you can do 360 degree turns without losing the ball. C64 *Kick Off* in my view was underrated but it is still not brilliant. I have listed some things that would make a brill soccer game:
Variable power on shots, be able to score anywhere, fouls, free kicks, penalties, yellow cards, red cards, players stretchered off, substitutions, throw ins, corners, good crowd effects (when a foul is committed, a penalty, a sending off on a foul, a goal and a good shot), a referee which goes over to talk with the players when a foul is committed and a map like the Amiga *Kick Off*. If all or some of these things were in *MicroProse Soccer* you would have a perfect soccer game. I think *MicroProse* should make *MicroProse Soccer 2* with some of these new ideas in, especially the fouls.
Ross (Footie Fan) Phillips, Guernsey.

Many of your ideas have already been implemented with Kick Off *and* Player Manager *on the Amiga, but as yet not on the C64. Certainly none of the Italy '90 games we've seen have managed it, although we've got high hopes for* Kick Off 2 *which we're hoping to get into this very issue.*
LM

ST-UPID SIMON?

Dear LM
I wish to complain about the attitude towards the ST by one Simon Barnabas (most probably because of all his Amiga's gone to his head). He quotes that the ST has a crap sound chip, but has he (or you) heard the music for *Ghostbusters 2*, *Ghouls 'N' Ghosts* or even *Xenon 2*?!! Also has Simon ever thought of the good points: such as the bigger palette, faster processor speed (for example which would you say is faster the ST version of *Fighter Bomber* or the C64 version?). And just to put the record straight I have an ST and a C64. I admit the A500/1000/2000 is slightly better, but as a famous writer said, 'life's like that, what a bummer'.
Raymond Ko, Haywards Heath RH16 1QD.

Yep, life is like that — especially if you've got an ST!
No, only kidding. The ST is a fine machine at very reasonable price. While it's never going to rival an Amiga sonically, the games you've mentioned certainly do well enough. Unfortunately, a lot of ST games have chronic sound, ie Operation Thunderbolt, Batman *and* Fighter Bomber *(which was much worse without the superb engine FX). I'd complain to the software companies responsible, if I were you.*
LM

Phew, that's another Rrap over and I've been only slightly singed by the flames from the Netherworld. There's but the slightest whiff of sulphurous smoke from Robb 'The Rev' passing by, and if I type very quickly the clatter of the keys makes all the screams barely audible. Ah, I remember the days when ZZAP! was located in a grubby tower dungeon, everyone in their own locked cell. Nowadays in the Stalag you never who's going to sneak up you!
Messages to this poor innocent sould should be sent to the usual address: *Prisoner Mangram L, Stalag ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire, SY8 1JW.*

KICK OFF 2



BLISTERING PACE – PIXEL PERFECT PASSING – SUPERB TACTICAL GAME PLAY

KICK OFF 2 greatly enhances the game play of KICK OFF, winner of THE GAME OF THE YEAR award in U.K. and similar awards right across Europe. A host of new features have been added to the ones that enthralled the players the world over.
Full size multi directional scrolling pitch with the players, markings etc. in correct proportion.
1 to 4 players (Amiga & ST only) option.
2 players TEAM option against the computer or 2 other players.
Hundreds of players, each with a unique combination of attributes (Stamina-Pace etc.) and skills (Passing, Shooting and Tackling etc.)
Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip a ball and do sliding tackles or scissor kicks.
After Touch controls to bend or dip the ball.
Set Piece Free kicks including dummies to chip the ball or bend the ball round a defensive wall.
9 types of corner kicks with full control of shot power. Long and short Throw In.
Team selection from a squad of 16 with substitution and choice of tactics.
League and Cup competitions with extra time, injury time and sudden death penalty shoot out.
Facility to view, edit and save the action replays and create Golden Shots disc.

Kit design – 6 styles and 32 colours. (Amiga & ST only)
Facility to load Player Manager teams for a single game or league game.
Load your own designed Tactics from Player Manager.
Red & Yellow cards, 16 different referees, Injury time and host of features to create the atmosphere for a game which is a real fun to play.
Special Events provision to load Data Discs or Cassettes for events like World Cup, European Cup etc...

Restricted features on IBM and 8 bit machines.

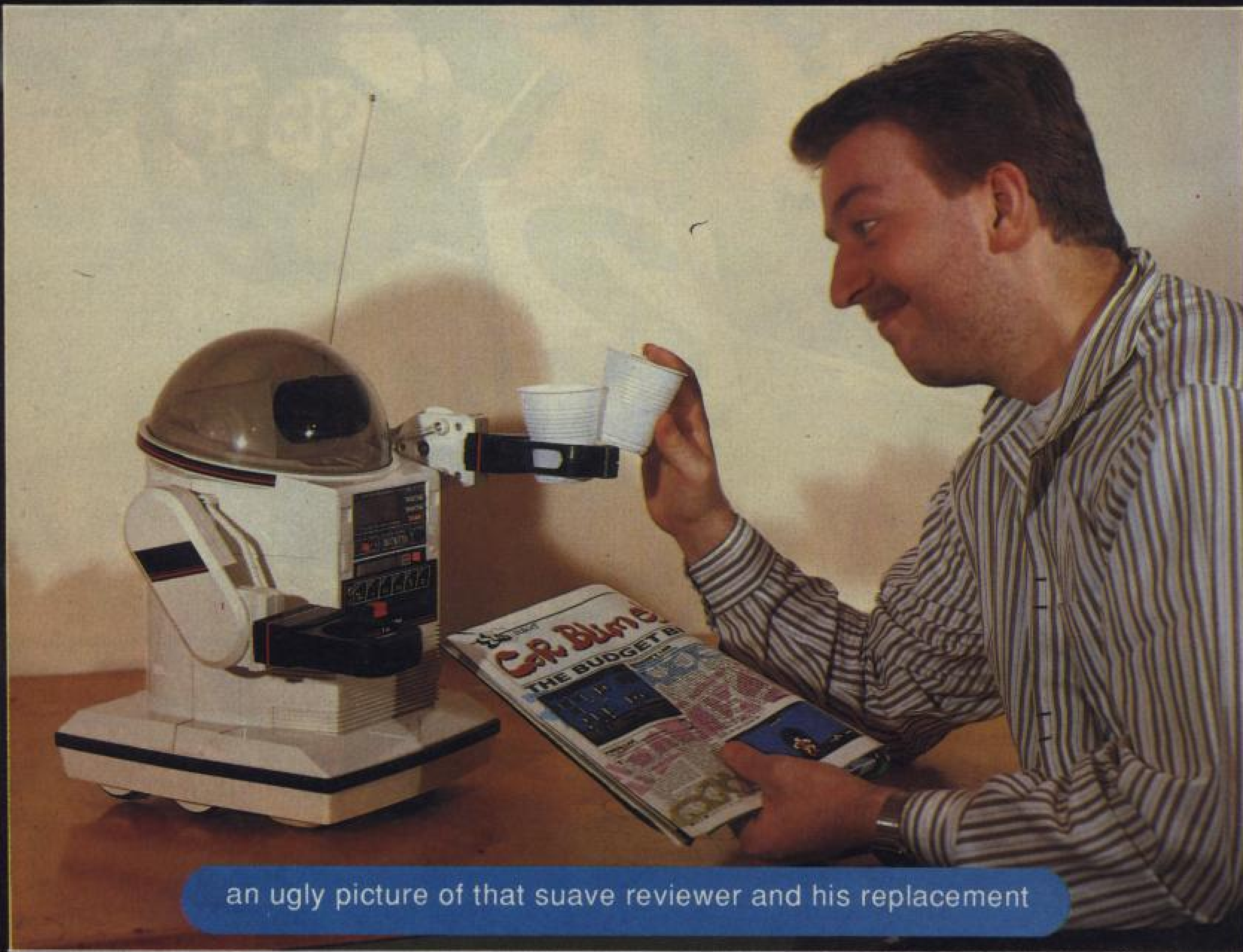
AMIGA & ST £19.95
IBM (AT & XT Turbo – CGA, EGA & VGA) £24.95
CBM 64 – SPECTRUM – AMSTRAD £9.95/£14.95
SAM COUPE – £10.99/£14.99



AMIGA SCREENSHOT'S

ANCO

ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No: 0322 92513/92518 FAX No: 0322 93422



an ugly picture of that suave reviewer and his replacement

DESIGN A ROBO-REVIEWER!

and win an omnibot from US Gold!!

ZZAP! COMP

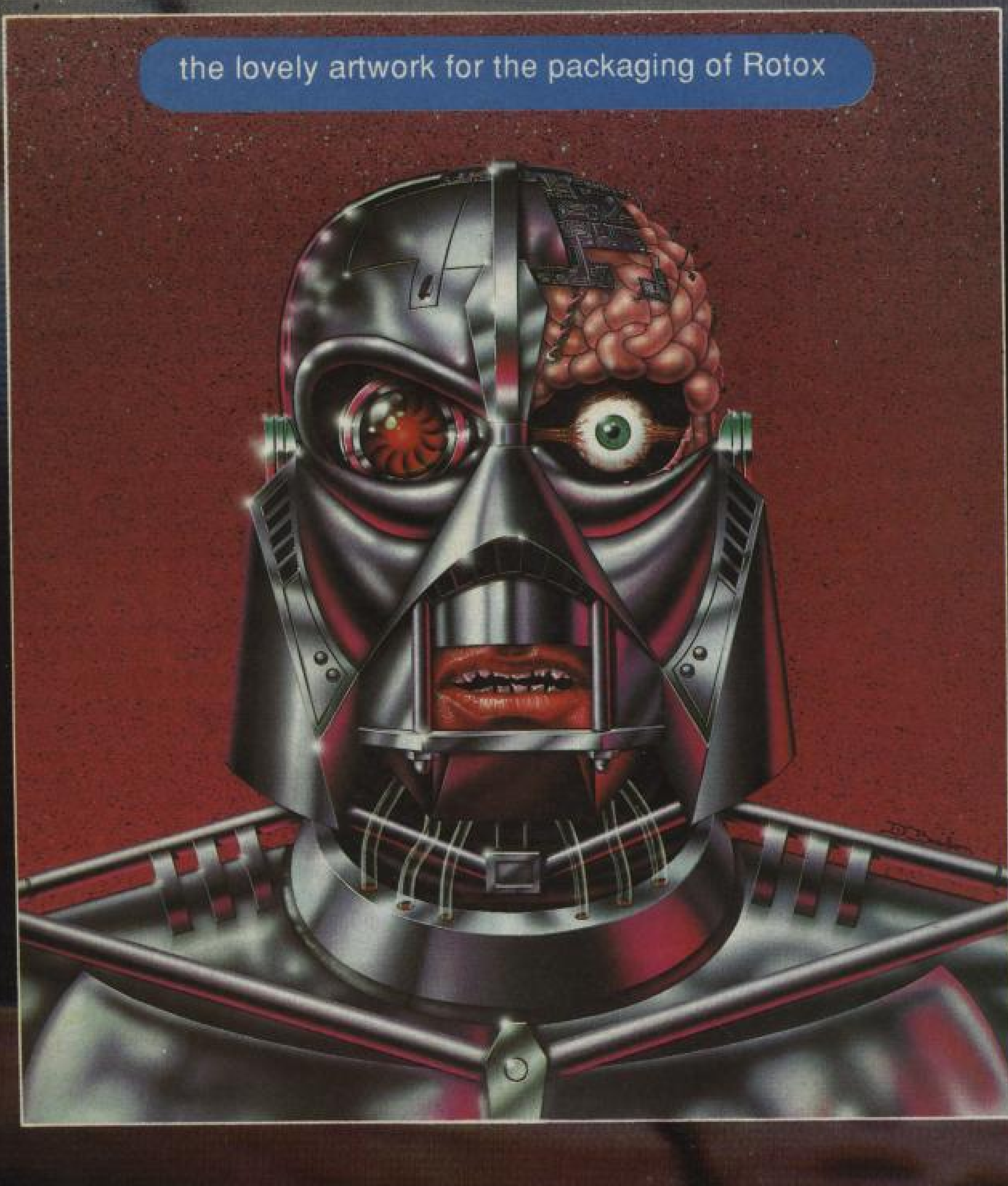
In US Gold's latest 16-bit masterpiece, *Rotox*, the eponymous hero is an android with a human brain wired up to his mechanical body. This lethal combination makes for the ultimate cyborg war machine. But Rotox must first be tested out on ten punishing worlds, each comprising nine sectors filled with aliens which must all be destroyed. A great



idea for a great game. But now the Rotox concept has prompted US Gold to wonder if certain humans wouldn't be better partly or wholly replaced by



a pretty picture from the game, Rotox



the lovely artwork for the packaging of Rotox

automatons. Their devious plan involves replacing Phil King with a (much better looking) robot! This would do everything Phil does (whatever that is) much more efficiently and also give every US Gold game a Gold Medal! Sadly, Ed Stu said no go, so the little robot in question now needs a home. His name is Omnibot and he's a cute little customer. Coming with remote control and battery charger he's got his own built-in digital clock, cassette deck, and alarm system. You can program his movements, give him objects to grasp with his flexible arms or put them on his detachable tray — you could have him serve dinner! Omnibot's cassette deck can play standard tapes while his eyes are strobe-synchronised to the sound. If you plug in a microphone you can even sing along to the music! The tape deck is also used to record movement signals: when played back, Omnibot will obey them. Basically, he's everything Phil isn't: efficient and obedient!

And he could be yours: yes, Omnibot is up for grabs as first prize in this crazy comp. 25 runners-up will also get copies of *Rotox* or the C64 US Gold game of their choice.

All you have to do is draw your ideal robotic replacement for Phil. We're not really looking for a Da Vinci masterpiece, but a humourous sketch or cartoon. The funniest one (as judged by the ZZAP! panel of comedy experts, ie Phil) will win.

Send your doodles to *ROBO-REVIEWER COMP, Stalag ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 1JW.*

Entries must be received by June 28 at the latest, so get scribbling. And remember the usual competition rules apply.



Junior



STICK 'EM UP!

Joysticks keep getting weirder and bigger, but do all these glamorous new sticks really work? PHIL KING checked out the very latest in fashion accessories for your computer with some odd, but very demanding tests. TESTING, TESTING, 1-2-3-4...

1. KICK OFF: To evaluate general responsiveness, I play a few games of footy — this is my favourite test!
2. INSECTS IN SPACE: Sensible's bee-blasting shoot-'em-up is played — besides, I like the graphics!
3. COMBAT SCHOOL: To test strength, the joystick is subjected to frenzied waggling and the occasional smashing on the desk when I fail to qualify.
4. WINDOW DROP: To scientifically simulate several months of use, the joystick is dropped from a top floor window onto the hard gravelly surface of the Stalag exercise yard. Fortunately we manage to hit Robin, almost flattening the Welsh boyo. The Scorelord organizes a prompt burial in the backyard and the joysticks are arranged on top of the grave. But what is that stirring below?...

QUICKJOY JUNIOR
(Spectravideo, £5.95)

This is the smallest of the new Quickjoy range and looks remarkably like the old Quickshot. It features a moulded handle with a nylon shaft. Four suction cups on the base allow it to be stuck to a table top though it's small enough to be held in your hand. There are two fire buttons: one on the top of the handle, the other at the top-left of the base. Both directions and fire buttons use leaf-switch contacts (not microswitches).
1. This stick is dead. I mean, you don't get any clicking or clunking at all — just a very quiet rubbing of plastic against plastic. Unsurprisingly it's not very responsive and it's extremely difficult to get diagonals. Movement is far too imprecise for fiddly games — or any other type for that matter. Send it off!
2. The two leaf-switch fire buttons are both as dead as the handle: they feel like they were nicked from an old Spectrum keyboard — talk about dead flesh! The top button isn't particularly useful; I'd have preferred a trigger button instead. The base button is tiny but seems to work okay.
3. It holds up surprisingly well. The medium-length stick travel makes rapid waggling possible without putting too much stress on the handle.
4. Amazingly it survives with barely a scratch. I'm a bit concerned about the nylon shaft though — like the old Quickshot, it'll surely wear out or even snap with prolonged play.
Phil's Verdict: ■ — You get what you pay for, ie a substandard stick.

QUICKJOY III — SUPERCHARGER
(Spectravideo, £10.95)

Oh look, this one looks like the Quickshot II. It even has a 'trendy' red base! It has a fairly large moulded handle with large trigger and top buttons. There are six microswitches for directions and the two fire buttons. There's also a small autofire switch on the base. Again, four suction cups on the base allow the Supercharger to be stuck on a table — it's a bit too big for handheld use.

1. The microswitches, as well as making it responsive, give the stick a good feel with solid clicks and a medium length travel. The fairly large shaft also means the stick is only suitable for table-top use. One bad point is the handle grip which has been moulded with a bump just below the top which makes it uncomfortable to grip. An own goal!
2. Both fire buttons are microswitched but the trigger one is more usable than the oversized top one. It's a pity there are no base buttons as you must do everything with one hand. The autofire works okay giving almost continuous rapid fire.
3. The stick is quite loose though the travel isn't that long, so waggling doesn't require much leverage. The stick seems fairly solid with a strong shaft.
4. Hardly a scratch on it; I think this one's solid enough to last a fair while.

Phil's Verdict: ■ ■ ■ — With its large shaft the Supercharger isn't suitable for fiddly games, but otherwise it's a fine stick if you like the design.

QUICKJOY JET FIGHTER
(Spectravideo, £14.95)

They're getting bigger! The Jet Fighter is slightly larger than the Supercharger and has a fetching two-tone grey colour scheme. The huge shaft has a moulded grip and really does resemble something out of the latest combat jet. At the top of the shaft there are thumb and trigger buttons plus fast/slow autofire switches. Four essential suction cups allow you to secure the large base to your table.

1. Admittedly *Kick Off* is probably not the most suitable game to try this stick out on. But generally, though very comfortable to hold, the stick is too loose, doesn't centre properly and has



an over-long travel. This, despite the microswitches, makes for imprecise cumbersome movement, diagonals being especially difficult to obtain. Sick as a parrot!
2. The top fire button is a little difficult to reach and a moulded ridge just below makes it uncomfortable to use. The trigger button seems to work okay, but such a large stick should really have base buttons. The autofire gives fairly rapid fire at two speeds.
3. The extremely long travel means you really have to yank the stick around. Rapid waggling is very difficult and with the massive shaft movement causes the table to shake violently. I don't know about the strength of the stick but my arm's falling off!
4. It made a loud cracking sound on landing, but on further investigation was found to be unscathed. The shaft seems fairly solid but with the long travel it'll have to take a lot of punishment.

Phil's Verdict: ■■ — It may look great and be comfortable to hold (excepting the top fire button), but in every other department it's extremely dubious. Ironically, with such imprecise movement it's not that suitable for flight sims!

QUICKJOY V — SUPERBOARD
(Spectravideo, £19.95)

Now for the big one: this stick is massive! The huge base incorporates four fire buttons and four switches (autofire speed, CPC/Atari switch, RHS/LHS fire buttons selector, top/base fire buttons selector). And the stick even has it's own battery-powered (one 'AA' size) digital timer for er,... timing things! The large moulded handle has top and trigger buttons plus a tiny autofire switch. With the large base providing stability, you can play with this one on your knee or alternatively secure it to your table with four suction cups.

1. The stick is a bit stiff but the travel thankfully isn't as long as the Jet Fighter's while the huge base gives good table-top stability. The large handle isn't suitable for games requiring subtle movements but the microswitched directions score highly for responsiveness.
2. With its variable speed selector the autofire works well, giving out a constant stream of rapid fire. All the buttons are microswitched and there are certainly enough of them (six) to choose from. The fire button selector switches are presumably so you can't accidentally press another button with your arm, elbow, leg, tongue etc. I'd have preferred round, flat base buttons, though, as the existing ones are stiff and a bit fiddly.
3. The stick stands up well to rapid waggling although the violent table shaking is likely to cause an earth tremor. Even after much use the shaft seemed as stiff and springy as ever.
4. I was a bit worried about the digital clock, but miraculously it survived along with the rest of this solidly built stick which should prove durable.

Phil's Verdict: ■■■ — The digital clock is an extravagance (at last you can play games and simultaneously boil an egg!), but otherwise the stick works fairly well and is solid enough to survive plenty of punishment.

GUN SHOT
(Hewson, Free with *Joystick Thunder* compilation!)

This is another Quickshot clone with a large handle (surprisingly without moulded handgrip) and two small fire buttons — on the top of the handle and the base. It can be used handheld or stuck on a table top by its rubber suction cups.

1. It may look like the Quickjoy Junior, but the Gun Shot has a much better feel with a springier shaft. Despite the lack of microswitches it's fairly responsive although diagonals are a bit hard to obtain.
2. The base fire button is a bit stiff, especially for rapid firing, and both buttons are rather small.
3. The travel is a bit on the long side but the stick is fairly loose, making rapid waggling possible. However, a lot of stress was put on the nylon shaft.
4. It somehow survives, but with it's Quickshot-style design with nylon shaft and leaf-switches, it'll wear out with time.

Phil's Verdict: ■■ — Hardly state-of-the-art but pretty good for a freebie.

SURESHOT COMMAND MODULE
(Sonmax, £17.95)

What a whopper: this has an even bigger base than the Superboard with two massive microswitched fire buttons either side of a microswitched ball handle. The base is covered by a gaudy sticker with black and red rectangles — apparently meant to simulate a computer keyboard! There's also a small autofire switch on the front side and no less than six suction cups to stick the massive base to a table — if you can find one big enough!

1. I like the very short stick travel which makes fast changes in direction very easy. Again, the microswitches make it very responsive. The only slight problem is that it seems to slip into the diagonals a bit too easily.
2. The huge base buttons are great as you can stick your whole hand over one, while microswitches make them very responsive. The autofire only works when fire is held down: this is a useful feature as I can have rapid fire without accidentally shooting babies.
3. The short stick and travel make rapid waggling easy. The steel shaft is hardly likely to snap!
4. With such a large stick I was half expecting it to make a huge whole in the ground. It didn't, but this solid stick easily survived impact. Very durable.
Phil's verdict: ■■■■ — Despite the tacky appearance the command module has a good feel and it's the ultimate in 'mine's bigger than yours' joystick one-upmanship!

ZIPSTIK SUPER PROFESSIONAL
(Sonmax, £13.95 Standard, £14.95 Autofire)

A classic design with a ball handle and two fire buttons on the base, this has a neat black and yellow colour scheme — makes a change from



Supercharger



Jet Fighter

part 1



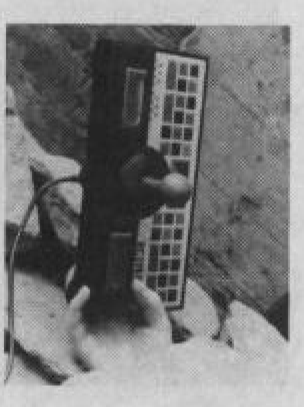
Superboard

Gun Shot



continued *over*





Command Module

black and red! Directions and fire buttons are microswitched. An optional autofire switch is located on the front-right corner. The Zipstik can be stuck to a table top but is small enough to be used handheld.

1. With the microswitched ball handle and short stick travel the Zipstik is super-responsive. With its precise directions it's especially suitable for games requiring intricate movement, eg *Kick Off.* Goal!
2. The square, microswitched base buttons are very responsive. The autofire (which usefully only works when a fire button is held down) performs well with a constant stream of rapid fire.
3. Fast waggling is possible, with such a short travel hardly any stress is put on the steel shaft.
4. No problems here. With a steel shaft and microswitches this stick is built to last.

Phil's Verdict: ■■■■ — Fully microswitched and durable, the Zipstik is a great all-round stick.

part 1



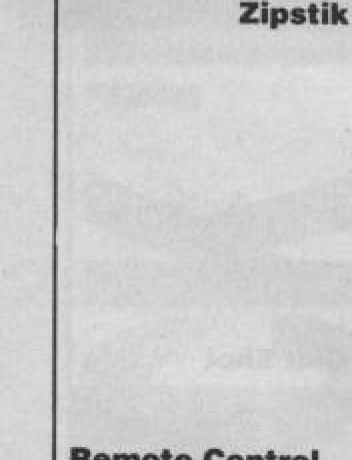
Zipstik

CHALLENGER REMOTE CONTROL
(Euromax, £29.95)

What's this, a joystick with no cable? Well, not quite: the infra-red receiver (which resembles a mouse) has a cable to connect it to the computer joystick port. The joystick transmitter is powered by three 'AA' size batteries or alternatively through the 4.5V DC input — you'll need a mains adaptor though. The dull grey stick is of the flight sim type with blue top and trigger fire buttons. There are two switches on the base for the three-speed autofire and power on/off. Both the stick and receiver have tiny LEDs which light up when the stick is used.

1. Well the infra-red seems to work okay albeit with a very slight delay which marginally reduces responsiveness. Anyway, the stick doesn't have a moulded handgrip, making it a bit uncomfortable to hold. On the positive side its microswitches give a nice clicking response.
2. Neither of the two fire buttons is in a comfortable place. The top one is too far back and can cause thumb cramp, while the trigger is too low for my liking. With its three speed settings the autofire seems to work okay though.
3. The stick feels a bit loose with its longish travel, but otherwise it seems solid enough.
4. Would we drop such a sensitive piece of equipment out of a window? You bet! And it survived; it seems pretty durable.
Phil's Verdict: ■■ — It works alright, but can anyone tell me the point of a remote control joystick? It seems little more than an extravagant gimmick, especially at the high price.

Remote Control



THE BEST OF THE REST

CRUISER
(Powerplay, £12.99 Black or Clear Autofire)

■■■■■ — Probably the best all-round stick with a classic design: two large fire buttons inset into the rounded base, and an easy-to-grip ball-type handle. It's very comfortable to use, extremely durable, and the microswitches make it ultra-responsive. My idea of the perfect stick.

COMPETITION PRO
(Dynamics, £14.95)

■■■■ — Again the classic design with two large fire buttons on the base and ball-type handle. The directions are microswitched but unfortunately the fire buttons use less responsive leaf switches — the only flaw in an otherwise excellent stick. It's now available in 'World Cup colours', ie the colours of the flags (why not the actual strip?) of competing nations: Brazil, England, Scotland, Sweden, Spain, West Germany, Italy, and USA.

NAVIGATOR
(Konix, £14.99)

■■■ — A novel design rather like a Star Trek phaser. You hold the Navigator like a gun with the very short stick on top and a trigger fire button on the 'gun handle', together with an autofire. Initially it seems very comfortable to hold, although during tense games of *Kick Off* a tight grip can give you cramp.

SPEED KING
(Konix, £9.99 Standard, £10.99 Autofire)

■■■■ — This one's been around for a few years now and its popularity isn't surprising. It's very responsive and extremely ergonomic, fitting comfortably into the palm of the hand. The fire button is positioned on the right hand side of the rounded base. However, while fine for most games, this strange position can cause problems (ie severe hand cramp — known as 'Konix wrist') with fast firing shoot-'em-ups. So Konix have come up with the answer: an autofire version. The Speedking is now even better than before — the best handheld stick around.

CRYSTAL
(Powerplay, £14.99 Standard, £16.99 Turbo (autofire)

■■■ — This is a responsive stick with microswitched directions and fire. My main gripe is that the moulded is a bit flimsy with an over-long travel. Otherwise it's a good all-round stick.

TO BE NOTED

MICROSWITCHES are, obviously enough, small switches depressed by joystick movements with an audible click. They're generally very reliable and responsive. LEAF-SWITCH joysticks use a thin piece of cross-shaped metal which makes electrical contracts when pushed down by the stick. Prolonged use can bend the metal out of shape, or even snap it.
TRAVEL is the distance the joystick has to travel between being centred and making a movement contact.

All the joysticks reviewed (except The Gun Shot) are guaranteed for 12 months, though for some reason the Quickjoy ones didn't mention it on their packaging. Many can be bought from our very own Zzuperstore.

[redacted]

CLASSIFIEDS

[redacted]

FOR SALE

Amiga games: £3 each. For details send SAE to Johnny McGreevy, 215 Listooder Road, Saintfield, Co Down, N Ireland BT24 7JA or phone 0238 510780 after 9pm.

C64 for sale. Also lots of tapes cheap. Also got Speccy, CPC, QL stuff and more! SAE for list to Jones, 2 Town Mead, Oakford, Devon EX16 9EW or call (03985) 438. Selling everything to upgrade.

CBM64c, disk drive, joystick, 400+ games, AR Mk.6, 100+ disks, 2 disk boxes, every issue of Zzap! 1-61, AR Enhancement disk, loads of latest games. All excellent condition, £250.00 ono. Tel: Dave on 0702 616696.

Commodore 64 software for sale. Many titles available. Prices from £1.00 each. For lists send large SAE to Michael Vainola, 5 Woodside Cottages, Highwood, Chelmsford, Essex CM1 3RD. Hi to Steve Packer Chelmsford.

CBM64, two tape decks, tape back up, Casio keyboard, over £200 games including IK+, Ninja 1+2, joystick, Citizen printer, mouse and cheese. Only £180. Worth over £500. Telephone 0405 765595. Swap for Amiga 500. Quickly PLEASE.

Commodore 64, datacassette, joystick, magazines plus £350 of original software including Robocop, Untouchables, Operation Wolf, Barbarian 2. Will sell for £140. 9 months old. Tel: Plymouth (0752) 336560.

Commodore Light Fantastic pack. Brand new. Bought at Xmas, unwanted gift. Light gun. joystick, manuals, books, over £350 of games. Worth ovr £500, will sell for £250 ono. Call Lee on Guildford 503846.

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C64, 1541 disk drive, C2N datasette, 1520 printer/plotter, joystick, 30+ disk and games on tape. £275 ono. Tel: Manchester (061) 962 3356.

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Classifieds

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END OF THE LINE!

After a long, and hopefully very useful history, ZZAP! Classifieds are now destined for an early retirement. Sadly, it's the old case of a few software pirates spoiling it for everyone else. While we're sure most of the ads are completely legitimate, a small minority may be peddling pirated software and so, regrettably, Newsfield has decided to discontinue the section. Piracy is a serious problem which robs software houses of the profits vital for the health of the entire industry. In their efforts to stamp out piracy, Newsfield backs the European Leisure Software Publishers's Association (ELSPA) and the Federation Against Software Theft (FAST). Any outstanding ads already paid for will appear in the next issue, but after that the section will be given a properly dignified burial! Small software houses and other legitimate businesses which have been using the classifieds are invited to ring Neil and Sarah on 0584 875851 to find out how little a small ad in ZZAP! can cost. Make that call, do business!



RESULTS with Ken the Fish

PIPE UP FOR A PRIZE

(Empire, Issue 60)

Pah, those selfish reviewers won't let me borrow an Atari Lynx handheld to play in my bowl! Never mind, the winner of this bendy comp will be able to play games wherever he wants. The lucky geezer is:

Raymond Ro, Haywards Heath RH16 1QD.

Two runners-up can also have fun with their Nintendo Gameboys...

Daniel Swirles, Manchester M20 0LL; David Giles, Slough SL2 1TA.

And 15 runners-up can get driven round the bend with a copy of *Pipemania*...

Philip Duggan, Tyne & Wear DH4 4QY; Andreas Forsland, Karlstad Sweden; Anthony Taylor, Hetton-Le-Hole Tyne & Wear DH5 9DH; Patricia Jackson, Glasgow G45 9RP; Chris Kirkham, Macclesfield SK10 5EA; Eoin Tuairisg, Inverin Ireland; Tom Saxon, Swindon SN3 5AH; Chris Holmes, Fishurn TS21 4AF; D R Newman, Solihull B91 1AW; Ghulam Khan, Coventry CV2 3DW; Eddie Mason, Gerrards Cross SL9 8HY; Andrew Williams, Neath SA10 8EF; Steven Openshaw, Oldham OL3 5PT; Peter Chung, Wishaw ML2 8AR; Stefan Allerhand, Reading RG6 3AT.

VROOM AT THE TOP COMP

(Electronic Arts, Issue 60)

Vrrom vroom! It's Krazy Ken in his turbo Fishari leading the British Grand Prix. He's only got one corner to negotiate before the chequered flag... SMASH!! KERRUNCH! BLAMMM! Whoops, looks like he's just been battered and fried. Well at least the winner of this comp can't come to any harm racing with the brilliant Scalextric 'World Championship Set'...

Douglas Johnston, Kilbarchan PA10 2EB.

25 runners-up also get some top gear in the form of a Ferrari sweatshirt:

R A Smith, Stafford ST17 9PZ; Graham Dormer, Milton Keynes MK12 5NS; Daniel Swirles, Manchester M20 0LL; Jamie Caple, Derby DE2 7DF; Anthony Page, Bristol BS17 4YG; W Oussoren, Holland; Kevin Waddell, Sunderland SR2 0NW; Simon Crosby, Cottingham HU16 4QR; R J Lee, Holbury SO4 1GS; Paul Bratby, Coventry CV6 6EX; Tim Rogers, Twickenham TW2 7PE; Lee Marsden, Doncaster DN11 0QT; Andrew Finney, Bromley BR2 8AX; Steve Dawson, Blackburn BB6 7NH; Matthew Wright, Leigh WN7 3UF; Steven Maude, Shipley BD18 4BB; Adam Murphy, Birmingham B23 6LR; Janus Christensen, Belguim; S Hales, Godalming GU7 2JW; Scott Mace, Birmingham B36 9JD; Neman Khan, Hounslow TW3 4EW; Marville O'Driscoll, Worcester WR3 7LG; Greig Mackay, Dumfries DG2 7AF; Wayne Jephcote, Leicester LE9 7BP; Carl Bell, Preston PR2 2JS.

And there's trendy T-Shirts for 25 folks...

Simon Norris, Corsham SN13 0DT; E Harrison, Manchester M6 7BT; Stephen S Turner, Bexley DA5 1QY; Tom Saxon, Swindon SN3 5AH; Elliot Puddick, Epsom KT17 2NT; Richard Archbold, Basildon SS16 6RR; John Moffatt, Chessington KT9 1BB; J Andrews, London NW5; Matthew Round, Italy; Steven Hutcheon, Fleetwood FY7 7DR; Adrian Bingham, Stourbridge DY8 4PF; Ghulam Khan, Coventry CV2 3DW; Darren Betts, Tamworth B77 2RF; Justin Moyney, Kingsthorpe NN2 8TX; J S Joyce, BFPO 52; Richard Clattenburg, Cramlington NE23 9SF; Mark Rooney, Oldham OL9 7SN; A P Coxon, Nottingham NG15 7JD; Darren Edwards, Calne SNH 8PW; David Garcia, London NW11 7LA; D J Edmonds, Newquay TR7 3AN; Kelvin Methven, Chepstow NP6 5AH; Eric Florkin, Belguim; Andy Harris, Wisbech PE13 2SP; Paul Eames, Walford WD2 5BL.

And 50 Electronic Arts Goodie Bags go to these lucky lot:

S Parker, BFPO 113; Damien Murphy, Romford RM2 5QH; Thomas Aldis, Ciren GL7 1AT; John Hicks, Cardiff CF5 4AN; Leon Bysmans, Holland; M Tame, London SE20 7SW; Richard Metcalfe, Hurworth DL2 2DZ; Russell Evans, Builth Wells LD2 3NG; D Tanner, New Barnet EN5 1SE; Joseph Gibney, Ruheny Dublin; Chris Coddington, Tonbridge TN12 9QQ; Richard Stanley, Norwich NR15 2AL; Paul Corless, Manchester M22 4NP; Mike Todd, Bishops Castle SY9 5DB; East Meon, Crowbrough TN6 1RW; G Kemble, Australia; Michael Wilson; Hutton PR4 5TB; B Stafford, Newtownards BT23 5LG; Martin Garcielet, Sweden; P R I Hewett, Feltham TW13 4EA; Bjorn Halen, Finland; Richard Quirk, Lonan, Isle of Man; G J White, Sedgebrook NG32 2EX; Carl Dyke, Great Sutton L66 2RT; Simon Dawdry, Nelson BB9 6LP; John Clarke, Belvedere DA17 6EA; Mobeen A Bhatti, Lincoln LN1 1LF; Timothy Simpson, Tregaron SY25 6LU; Stuart Melville; Abernethy PH2 9JP; Mark White, London N7 6EL; R L Mauger, Guernsey C.Islands; Duncan Smith, Wakefield WF4 2AL; David Hutton, Bath BA1 5ED; Robert Tillotson, St Albans AL1 2LF; Richard Bowen, Kidderminster DY11 5QP; Charles A Ewan, London E18 1QE; M E Bell, Dartford DA1 4NB; Jamie Damp, Isle of Wright PO30 3AQ; Stuart Harvey, Greenfaulds G67 4LD; Neil Herbage, Reading RG3 6RE; Ben Rotands, Cheltenham GL51 9QP; Douglas J Rae, Brewood ST19 9DF; Tom Brettell, Dudley DY1 2ER; Andy Clist, Bath BA1 7AH; Andrea Jackman, Burbrooke NN7 3QX; Neil Owens, Liverpool L27 1YS; David Miskimmin, Bangor BT19 2FG; Adrian Morris, Scarborough YO13 9EJ; W Rentzenbrink, Holland; Mr Chas, BFPO 43.



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BLINKY'S SCARY SCHOOL
Zeppelin, £2.99

The McTavish family may be partial to a drop of Scotch but they loathe spirits! Ghostbuster Red Laird McTavish banished all the ghosts from his haunted castle. A century later, the ghouls decide it's time to get their own back. Blinky, the star pupil from the Scary School for young ghosts, is given the task of condemning the present Laird, Hamish McTavish, to a lifetime of haunting.

Exploring the flickscreen castle rooms, Blinky encounters ghost traps and plenty of intruder-hating creepy-crawlies and slimies — personally, I'd rather have ghosts in my home! Avoiding these energy-reducing hazards, Blinky must find the ingredients for magic potions to help him in his quest.

Some good spooky intro music gets you in the spirit to run and jump (surprisingly, you can't float) around the castle. The graphics are a bit Spectre-ummy and, with cute nasties, not particularly spooky — but then, that's why you're here. The game itself is a typical sort of platform arcade adventure. Apart from potion ingredients, objects cannot be used in any way, except for toilet rolls which are required to access the innovative, lavatorial teleport system — it makes you go faster! Otherwise it's all pretty standard stuff, but lifted greatly by the fun storyline.

OVERALL 72%



WIZARD WILLY
CodeMasters, £2.99

Stop that giggling at the back, this is a serious game! Fifi the fairy is trapped in the evil Emperor's fortress, but thankfully she's got her Wizard Willy. This very popular magician (housewives' favourite) has got a big job ahead as he sets out to rescue her. He must penetrate the fortress by venturing through several horizontally scrolling levels filled with platforms, exploding traps, and nasties — killed by hurling small lightning bolts at them. If Willy makes contact with nasties it has a detrimental effect on his health.

On each level, ten magic eyes must be collected before facing the end-of-level guardian: a fireball-spitting skull. A variety of special icons can also be picked up including a vanish spell (smart bomb) and extra lightning bolts, energy and lives.

Graphics aren't exactly magic with a tiny Willy. Size isn't everything though and the two-layer parallax effect adds something — I don't know what, but something.

Anyway, jumping around platforms collecting stuff isn't very innovative but the fast paced action is fun for a while if over a bit too quickly. Maybe Willy isn't such a Wizard after all.

OVERALL 53%



KGB SUPERSPY
Code Masters, £2.99

This is very much a *Defender* clone, with your helicopter zooming left or right over the horizontally scrolling defence installations to rescue the scientists. Enemy hits cause fuel loss which can be replenished by collecting the circular pods. Other objects which can be picked up include a shield, bomb (for destroying tanks) and bonus points. If you die, all the scientists you've been collecting are lost.

The background graphics are nice, as are the sprites, especially the soldiers. But your yellow helicopter is a rather unattractive splodge and the graphics never rise above okay. Gameplay is unoriginal and a bit tough — it's very easy to touch the joystick wrong and go crashing into the ground, particularly when manoeuvring to pick up a scientist. But practice allows progress onto later, graphically attractive levels. Nothing to compare with *Dropzone* or *Insects In Space* perhaps, but still worth a look.

OVERALL 60%



SUPER TANK SIMULATOR
CodeMasters £2.99

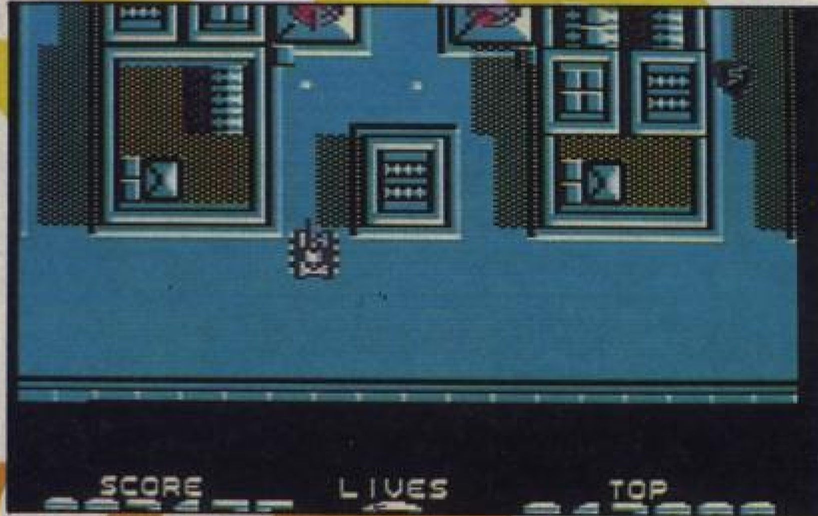
Two games for the price, one of which looks better than *Op Thunderbolt*, sounds unbelievable but *Super Tank Simulator* really does deliver. The game you begin by playing is a mediocre tank game. Your Super Tank has ping pong shells which bounce along the walls of fiendish enemy mazes packed with mines, rapid-firing guns and tanks. The game is shown from an overhead perspective, push-scrolling vertically. Left/right controls which direction the tank faces, while forward/back makes the tank reverse or go forward. The gun turret is frozen, so you fire in the direction you're facing.

If you get to the end of a level then the game switches to a first-person perspective. You control a gunsight while a parallax-scrolling backdrop moves leftwards with enemy soldiers sniping out of it. There's also some beautifully drawn gunship helicopters and tanks moving around, spitting out some very lethal firepower.

Gameplay on the first game is rather fiddly and repetitive, but not too bad. The first level's 'Battlefield' graphics are a little cluttered but there's some okay buildings and level two's city is quite slick. The *Op Thunderbolt*-style game is almost as playable as the horizontally scrolling section in the Ocean original, although there obviously isn't a two-player mode. The scrolling is slick and fast, while the graphics are top-notch. The only drawback is that it's quite short and inevitably lacking variety — no terrorists rushing at you in this game. Still, not a bad combination of games and good value.

OVERALL 76%







OLLI AND LISSA 3
CodeMasters, £2.99

Happy couples are as rare in computer games as they are in Hollywood, but Olli and Lissa are the exception that proves the rule. An affectionate pair, of indeterminate species, they made their C64 debut three years ago and are still together in this latest sequel. After helping a ghost regain his powers in the original, their latest escape seems deceptively simple: Lissa would like to go for a ride in a country, and wants Olli to repair one of her two cars for the trip.

Unfortunately all the parts Olli needs have been scattered around a massive flickscreen castle infested with all sorts of creepy creatures eager to make Olli miss his date. It's another arcade adventure with plenty of objects to find, some of which need to be used together to be of use. So far, so familiar and apart from the absence of colour clash the graphics are unimproved over the Spectrum original. But what sets this game above the rest is the animation. CodeMasters really have got a cartoon hit with this one. When Olli picks something up he winks and gives you the thumbs up, use the telephone and he actually picks it up and mutters into it (a thought bubble appears with a pointing arrow as a hint where to go next!).

CRASH gave this 90%, and while there's no disguising its Spectrum looks and gameplay, it's still a really good arcade adventure. The graphics are fairly imaginative and varied, if plainly coloured, and Olli is great fun — although he's a little awkward to manoeuvre up and down ladders. All in all, well worth buying!

OVERALL 84%

PRO BOXING SIMULATOR
CodeMasters £2.99 (Rerelease)

This was originally released by Superior Software with the title *By Fair Means Or Foul*. This was probably a more apt title as I'm sure most professional boxers don't go in for such tactics as kicks and headbutts.

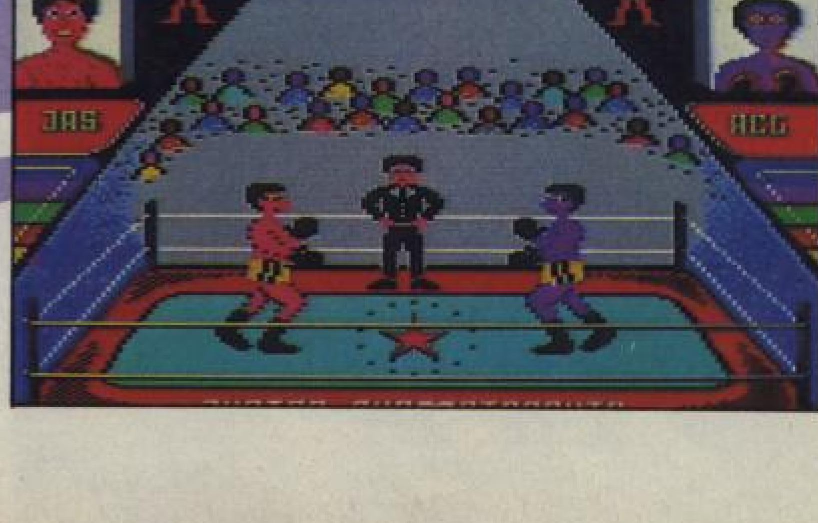
However, in this 'sim' you can get away with such illegal moves; as long as the ref doesn't see. This is pretty easy as the ref is usually on the wrong side of the ring or even asleep. To defeat an opponent you must win reduce his five 'lives' to zero before he does the same to you. This is achieved by winning a round either by knocking him out (reducing his energy to zero) or on points (by having more energy left than him at the end of the round). Kicking and butting is a good way to reduce energy but if the ref spots it he'll call a foul, removing one of your lives. The colour of the little man at the top of the screen shows when it's safe to cheat!

There are different boxers to fight, the harder ones requiring a password gained from beating lesser ones. There's also a practice option to try out the various moves.

When it was reviewed in Issue 45, the game earned a respectable 66% with Gordon Houghton a bit dubious about the 'purple, pug-featured sprites' but otherwise finding the game fairly playable. Kati Hamza also found the presentation lacking but gameplay fun, and also noticed one of the strangest quirks of the game: even when a boxer is counted out he gets up again, fresh as a daisy, for the next round!

Despite very basic presentation and a lack of realism, the game offers simple but appealing action which is good value at the budget price. And cheating now and again is fun — know what I mean, 'Arry?

OVERALL 62%



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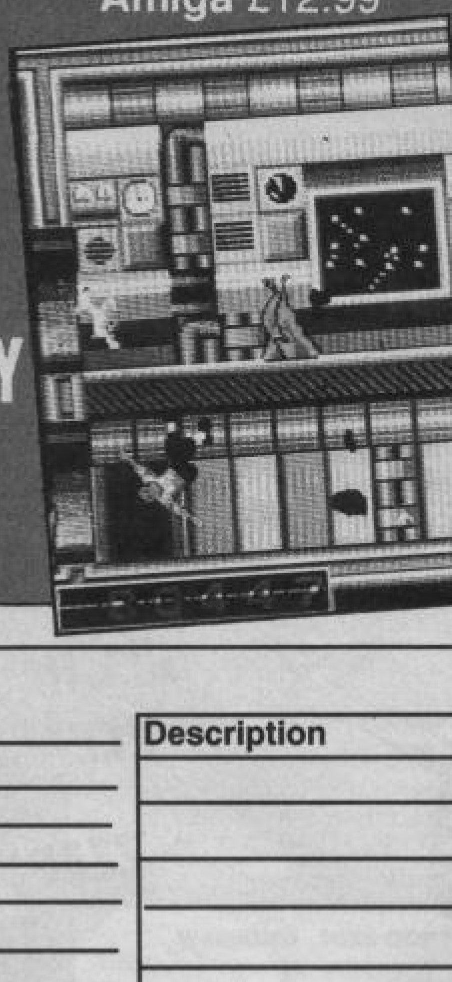
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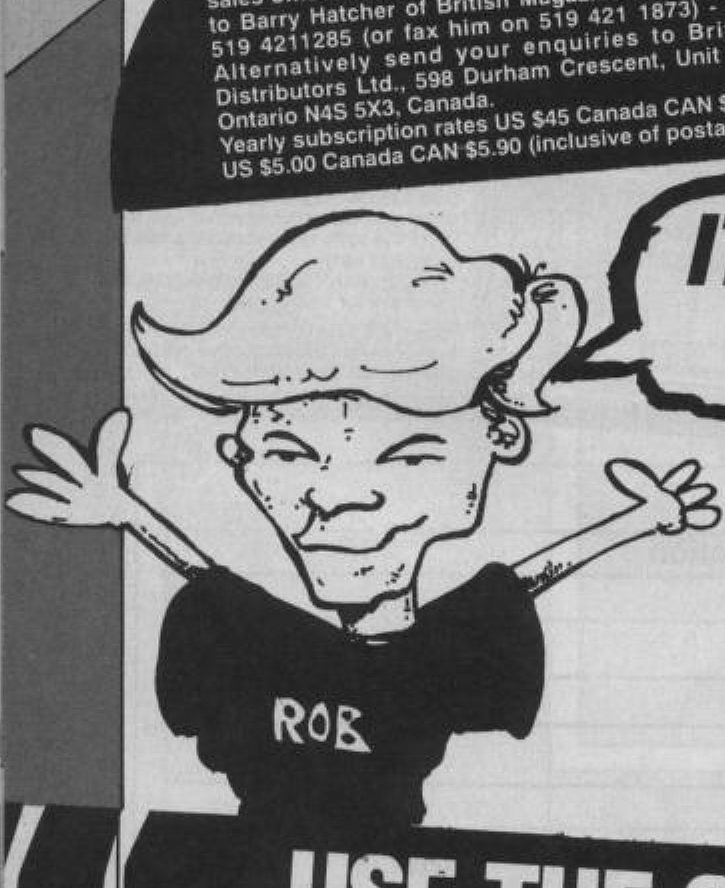
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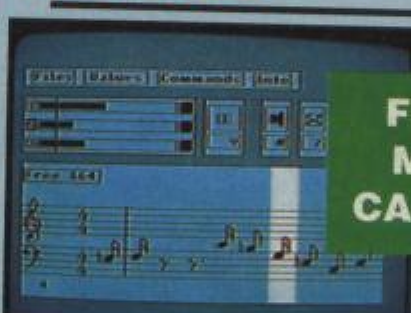


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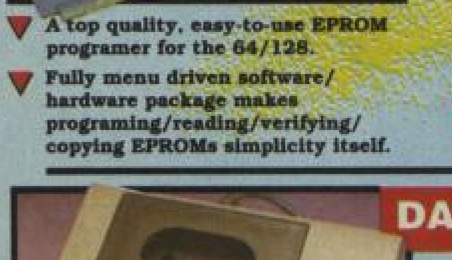
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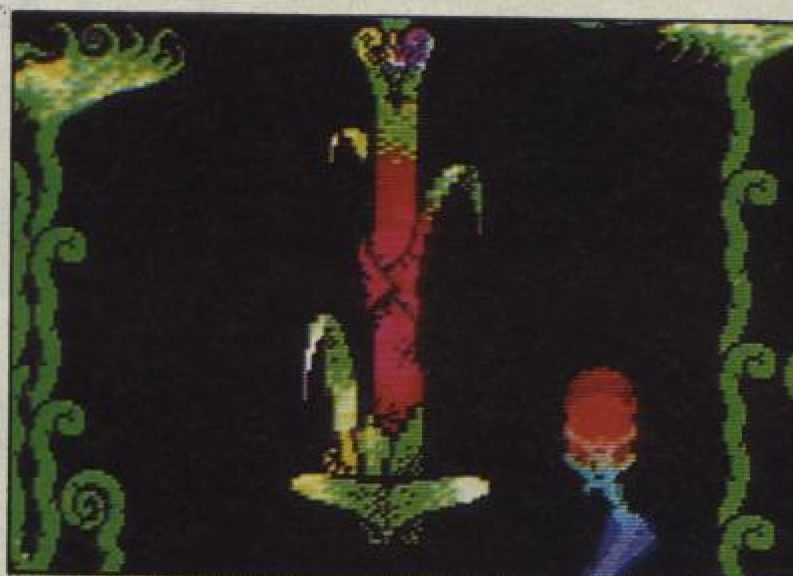
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THE PREVIEWS



▼ UbiSoft's *Unreal* is their contender for *Shadow Of The Beast*'s 'oo-er' graphics crown. There's also an impressive flying level.



HEATSEEKER (Thalamus)

It's been a long time since *Arac* sizzled in Issue 17, but Paul O'Malley is still in the programming business and after reintroducing himself with the recent Megatape game *Dominion*, is working to complete *Arac II*. The project has already taken a year or so and will be titled *Heatseeker* on the Thalamus label. It stars potentially the weirdest main sprite you're ever likely to see. I mean a blue boot balancing a ball on top has *got* to be weird.

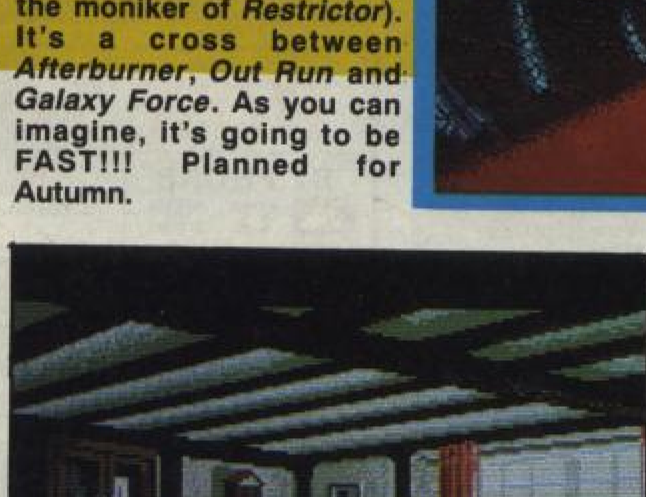
Heatseeker (originally titled *Globetrotter*) is about all things Green as the bodyless limb hops through the acid-rain forests dodging snails, frogs and ants while searching out fires to throw his ball at and absorb (don't ask why he's doing it, it's — yes, you guessed it — weird!). Expect a review soonish.

RESTRICTOR (Thalamus)

The brains, blood, sweat and tears behind *Crackdown* and *Forgotten Worlds* depart from US Gold for their next Amiga title and it's their first original game too (going by the moniker of *Restrictor*). It's a cross between *Afterburner*, *Out Run* and *Galaxy Force*. As you can imagine, it's going to be FAST!!! Planned for Autumn.

▼ After programming *Strider*, Arc have come up this original game for Thalamus. *Restrictor* has flying and driving sections spread across four planets.



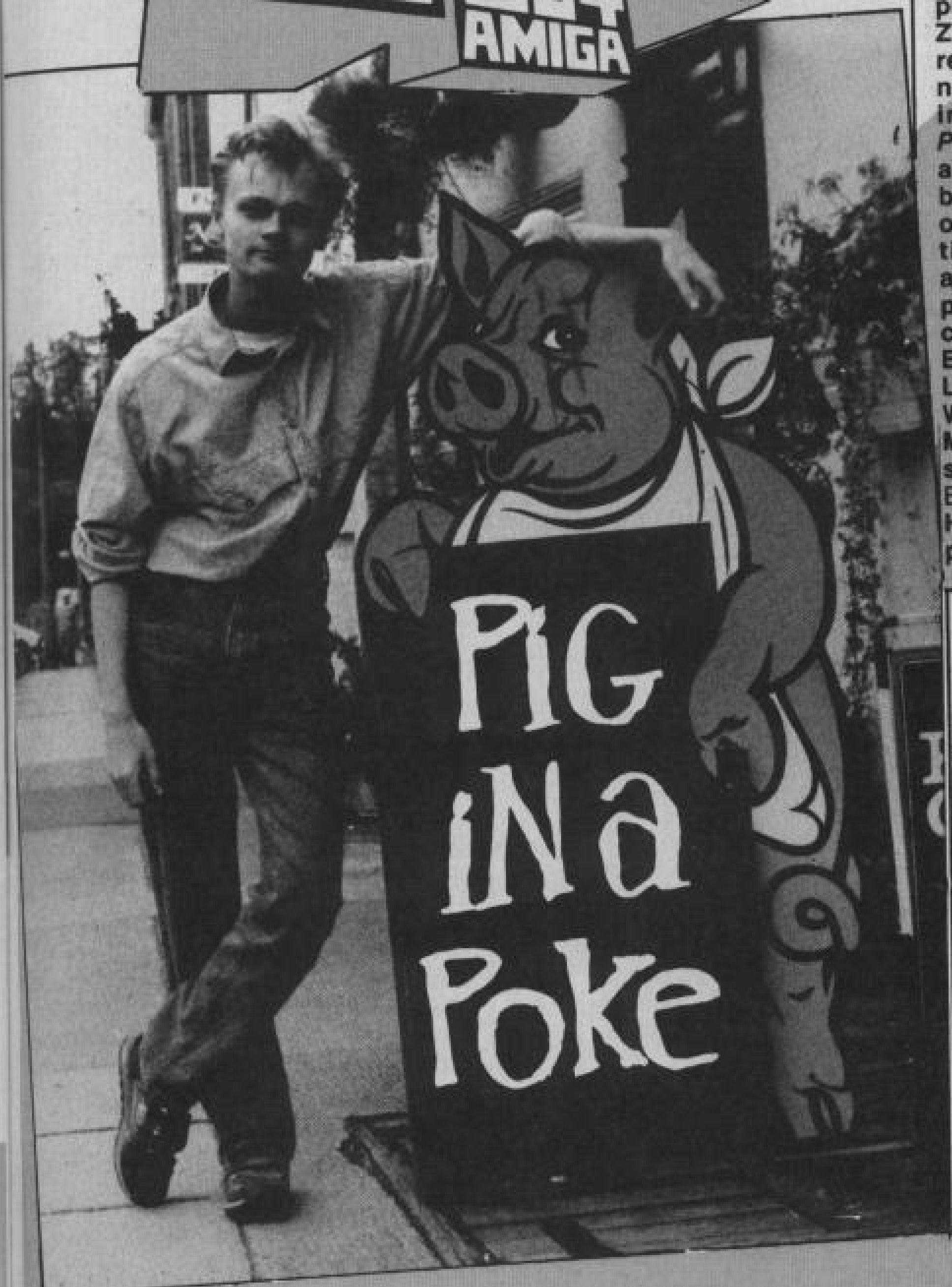


▲ Virgin Mastertronic are releasing the latest Magnetic Scrolls epic, namely *Wonderland*. (Amiga)



▲ EA's *Flood* has all the imagination and graphic detail you'd expect of something programmed by Bullfrog.

ZZAP! C64 AMIGA



PIPEMANIA
(Empire)

It must be something in the water, that's the only reason I can see for the deluge of puzzle games that has seen us ZZAP!ers tearing our hair out recently. *Snare*, *E-Motion* and now the most addictive and infuriating of them all, *PipeMania*, makes an appearance. This fiendishly brilliant game has seen near all of Newsfield playing it at one time or another —it's a bit addictive. So to spoil your fun, please welcome *Pipemania* codes thanks to C64 Flooz Experts John Glynn **of Oldham,** Lancashire **and** Peter Bailey **of Willenhall in the West Midlands. And will you give a special Flooz welcome to** Mark Bakker **of Je Groningen in Holland.Thanks me old plumbing mates!**

C64 PASSWORDS

LEVEL 5
— HAHA
LEVEL 9
— GRIN
LEVEL 13 — REAP
LEVEL 17 — SEED
LEVEL 21 — GROW
LEVEL 25 — TALL
LEVEL 29 — YALI

AMIGA PASSWORDS

LEVEL 5
— GRIP
LEVEL 9
— TICK
LEVEL 13 — DOCK
LEVEL 17 — OOZE
LEVEL 21 — BLOB
LEVEL 25 — BALL
LEVEL 29 — WILD

After level 29 the game decides to get tough and won't issue anymore passwords but the game does continue.

COLORADO
(Palace/Silmaril)

It's been a good while since we had a decent arcade adventure in at ZZAP! and *Colorado* **is one of the better Aardvarks to grace our Amiga. With the Wild West proving a bit too Wild forsome of us,** Richard Joseph **from Palace comes over the mountains, rides up to us on his Pony Express transportation and drops off the complete solution. Ta Richard! Here's the first of four parts.**

THE WINNEMUCCA FOREST

Right, reload the gun and shoot the Iroquois and enter the forest. At the crossroads, take the left and continue left. To kill the archer, find the passage between the trees in the background then use the knife or hatchet. Return to the crossroads. Climb the mountain (beware of the sheer drop) and save at the foot of the peak.

In the next room pick up the nuggets. Go back down the mountain and return to the first crossroads. Continue to the right. To shoot the archer, hide in the first recess and cause the archer to shoot an arrow by moving backwards and forwards diagonally.Then place yourself in his line of sight, make a jump and take cover in the second recess. Cause the archer to shoot again then use the knife or axe on him. In the next room, be careful of the jump and continue straight on.

MAC BIGGLE: Swap the nugget, skin and necklace. If necessary, drink a potion, go right and climb to the end of the blind alley.

THE CANYON OF DEATH

Climb. Avoid the Apaches and continue right. Be careful when you jump. On the other side, reload the gun and shoot the Apaches (two bullets). Straight — save. Continue on the lower road. In the next room when entering move into the recess immediately, reload the gun, make the archer fire his arrow at you then shoot him (be careful of falling rocks). Go right, kill the apache with the axe or knife.

Same thing for the next room. Go right and be careful when making the two jumps. Reload the gun. In the next room use the gun immediately then take up the axe or knife to get rid of the Apache chief. Change the powder horn (freeing one icon). Pick up the necklace and peace-pipe. Return to the fork. Take the staircase. At the top of the stairs, reload the gun. In the next room, use the gun immediately. Be careful of the stones. Reload the gun and for the next Apache, release a bullet then finish him off.

MUSIC: Put the peace-pipe down in front of the Hopi chief,swap it for the silver bullet. Return to the first room in the Canyon — make two left turns. Be careful of the precipice and pick up the nuggets. Return to the forest.

MAC BIGGLE: Swap the nugget and necklaces. Drink a potion if necessary — return to the canoe.

And I'll leave it at that for now. Next month the Colorado capers continue into the Big Bear Forest and we go exploring down a deadly gold mine.

DON'T PANIC!

It's panic stations at the end of the schedule as I'm write this intro after compiling all the tips, I'm working in a strange order at the moment. There's about 20 pages of tips that I've got to squeeze into 8 pages so I'll have to use some pretty nifty compression techniques to fit it all in. There's tips on *Infestation*, the first part of a *Rainbow Islands* map and *E-Motion* starts getting serious (sorry, no sweet maps this issue, I still haven't recovered from eating the 'map materials' from last month! Send in your *E-Motion* tips — NOW!). With the deadline approaching a damn sight faster than I'd like, let the tips commence!

INFESTATION
(Psygnosis)

This homage to 'Alien'/'Aliens' has kept me glued to the Amiga for quite some nights, I'm not too sure about playing the game in the dark, my nerves are shattered from all this sneaking around, peeping round corners and getting half scared to death by the sight of horrible aliens.

Here we are with the maps for all 6 alien-infested levels and the cheat mode to reduce the lifetime of your game to 30 seconds or so. Many thanks to Psygnosis for the cheat although no-one out there has sent in *any* tips on the game. C'mon! It's not THAT hard a game!

INFESTATION CHEAT

For those of you unwilling to play this superbly atmospheric game the proper way here's the cheat mode to give you a full inventory of the objects in the game and access to the final screens (quite nice but nothing special which is a shame considering the attention to detail in the rest of the game).

1. Load the game as normal and start a new game.
2. Jump to the Scratch Pad display on the helmet's HUD.
3. Now type in I AM NOT A CHEAT
4. Now press the DEL key followed by HELP to pause the game and then ESCAPE to return to the options screen.
5. Start a new game and from the start you have a full inventory of all the objects found in the game (which means of course youcan explore all the base) and you can simply hit ESCAPE to finish the game! Bug blasting was never this easy!

Sorry to say this but contrary to what the manual says there's no mother alien in the game. The manual was written before the game was finished but unfortunately Danny Galagher ran into some problems and the alien queen had to go. The objective is still to get rid of all the alien eggs but now there's no one-on-one conflict à la ***Aliens***. Ah well.

On NO account pick up the boulders, they're radioactive and will finish you off very quickly indeed (faster than the Guardians in fact). If you really want to Guardians aim for their eyes and let them have it (not worth it considering the level of radiation they emit. Basically it's best to avoid them).

Conserve battery and oxygen levels by not going around picking up everything unless you really need it, you'll need it later toward off starvation and to keep your heart beat down to acceptable levels. Releasing cyanide gas into the air without oxygen in your suit tanks isn't good for your old ticker. (If you want to get past an object without picking it up either look downas you walk past or crouch and go round).

When in the vents, try to avoid welding droids. They can be killed with 10 laser hits but nearly always it costs a battery cell in the process.

Planet Surface

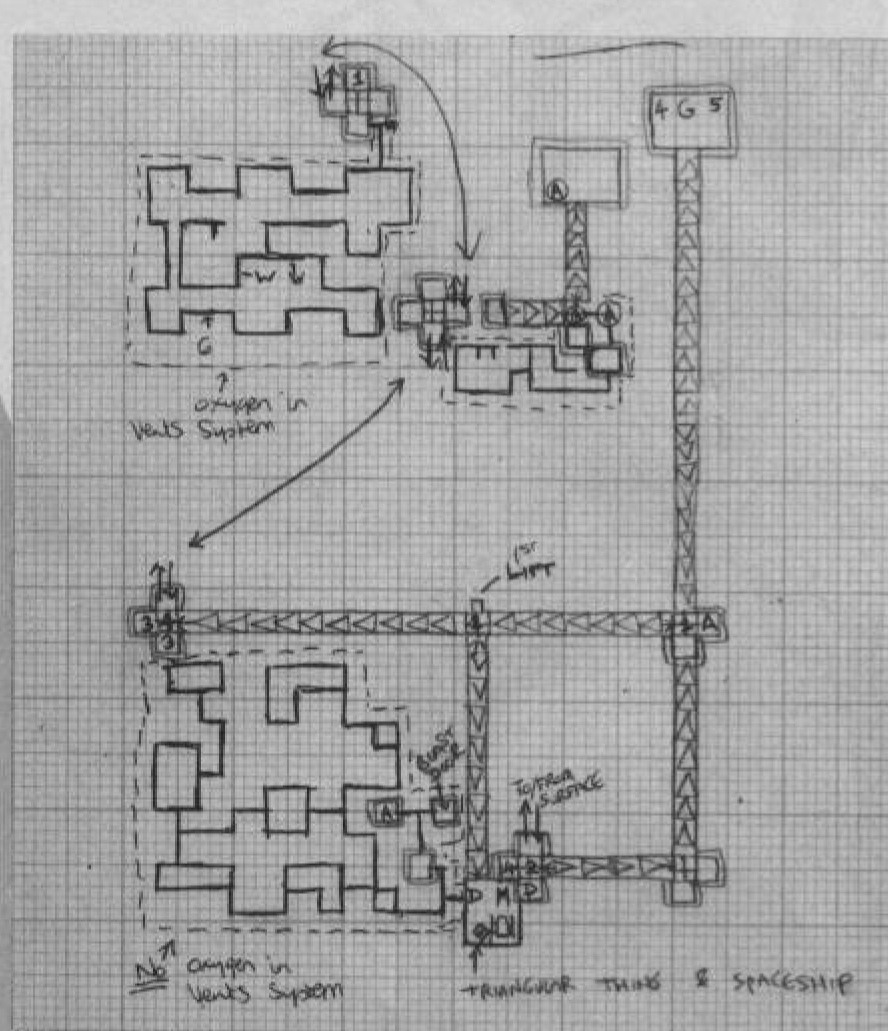
At the start just turn right, kick in the MMU jet pack to thrust past the right-hand side of the radar installation. You'll spot the computer terminal nearby (in the form of a 'post box') so land at it and log-on (function key F2). For transporter activation type in KAL SOLAR (your name, at least in the game it is) and now head *towards* the rising sun and you'll encounter the operating transporter leading down to Level 1.

Level 1

Nice and easy does it. A rather easy level to get you used to the game and the problems within. Watch that you don't get killed walking into the shuttle area without your helmet on, best to use the helmet HUD for warning of zero pressure areas (the lower vent system is another zero pressure area as well). Most of the eggs on this level are very easy to get to and destroy although the three eggs in the separate set of rooms to the North can only be reached via the lift on Level 2. By the way, the shuttle and the strange triangle in the shuttle bay are mere graphic extras, so too is the weird triangle door constantly opening and closing.

Level 2

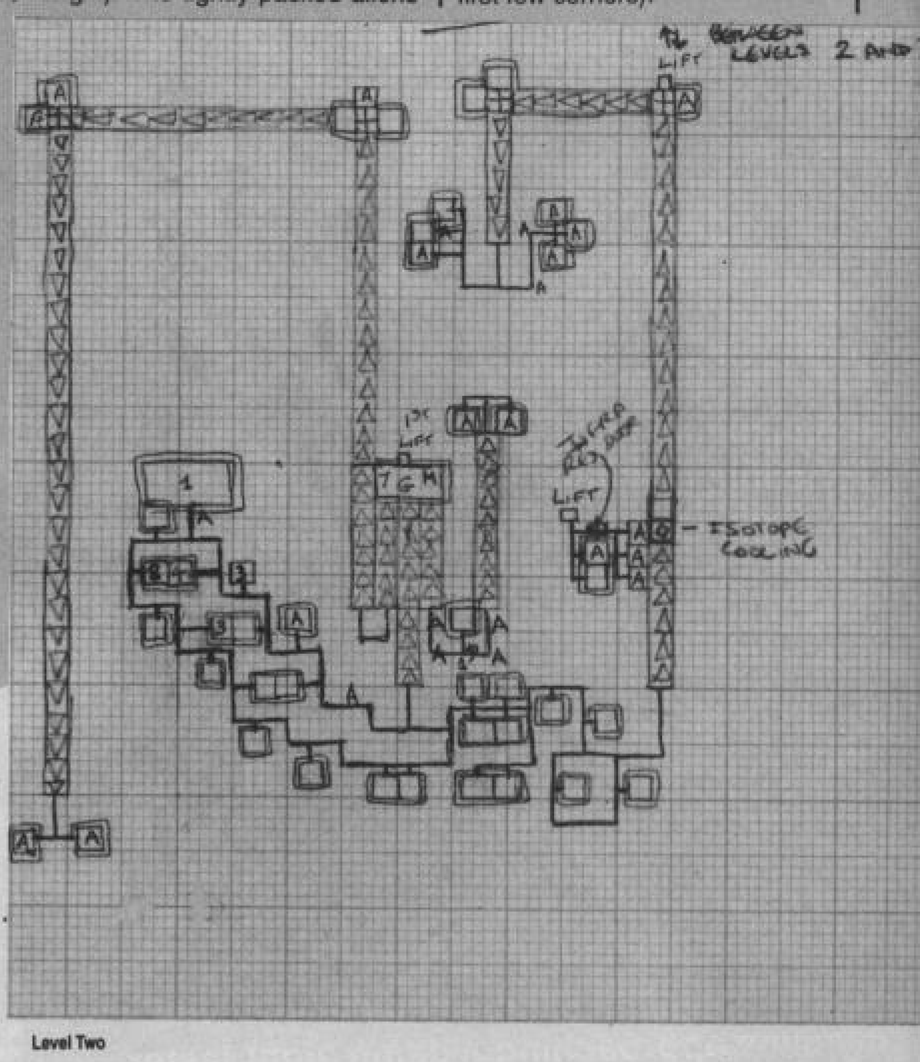
Best leave exploring Level 2 until you've got both the Master Key and the Navigation Data Link: the living quarters is a myriad of passageways and *very* similar looking rooms. Save your position before trying to cross through the room containing the Guardians: radiation isn't very healthy in large doses. Get through the isotope cooling area as fast as possible. To get past the infra-red door, crouch and move through the doorway you'll spot the infra-red 'beam holes' (having the infra-red Unit obviously helps matters).



Level One

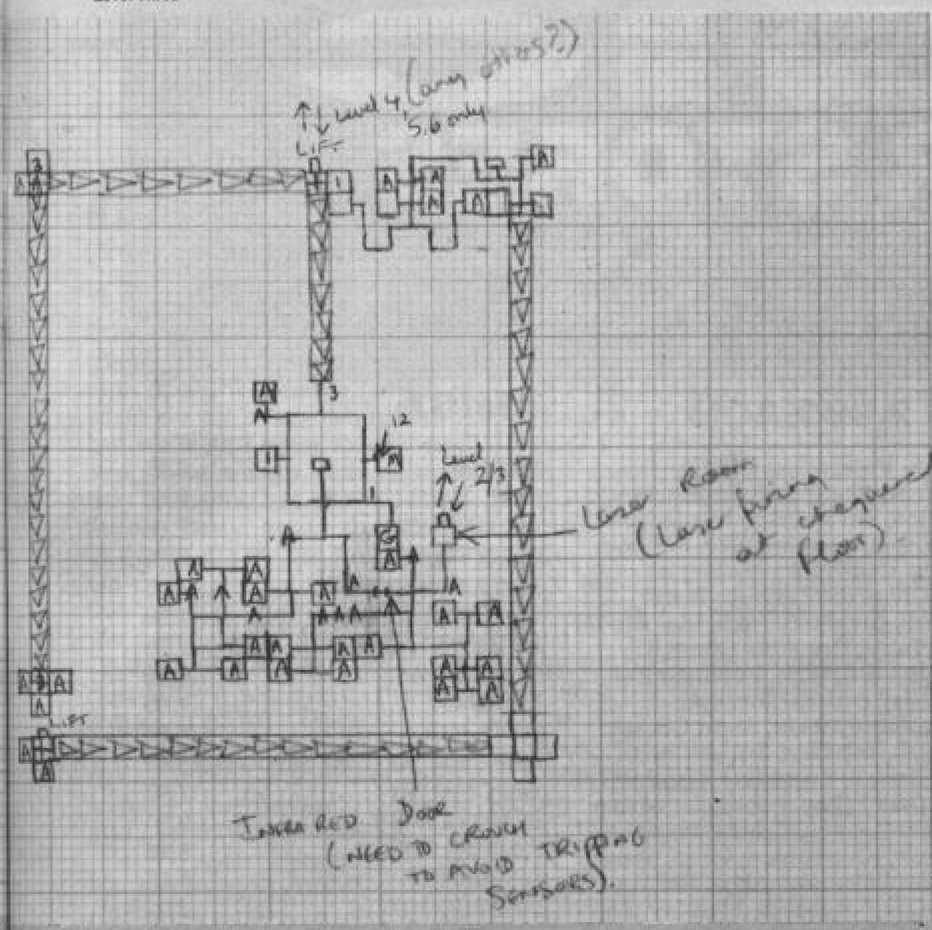
Level 3

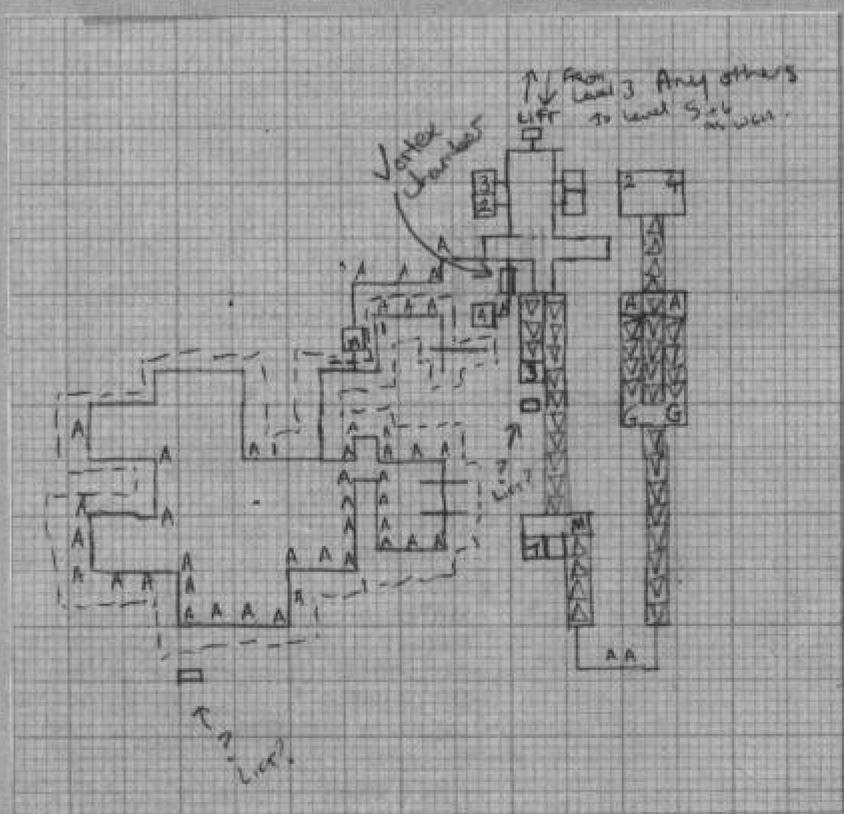
You can have some fun with the long shuttle rides in this level and there's bags of aliens to bag in the vents. The laser room leading to the level 2/3 lift can be tricky if you're not suited up (put your helmet on and you should be alright). The tightly packed aliens means not that much cyanide gas needs to be used but there's a worrying number nonetheless. Watch out for the infra-red door and the Guardian a few rooms away at the start(keep your helmet on as you go round the first few corners).



Level Two

Level Three





Level Four

Level 4

The Vortex Chamber can be fatal if you just blunder in: the chamber spins you round and round and as you leave the chamber you can catch your head on the roof of the door if you're unlucky. Just time your exit out of the chamber so that you're level on the ground as you go forward. Take your time going round the vents as the alien eggs are everywhere and you can walk into eggs hiding in corners if you're not careful (the view out of the helmet is rather limited).

Level 5

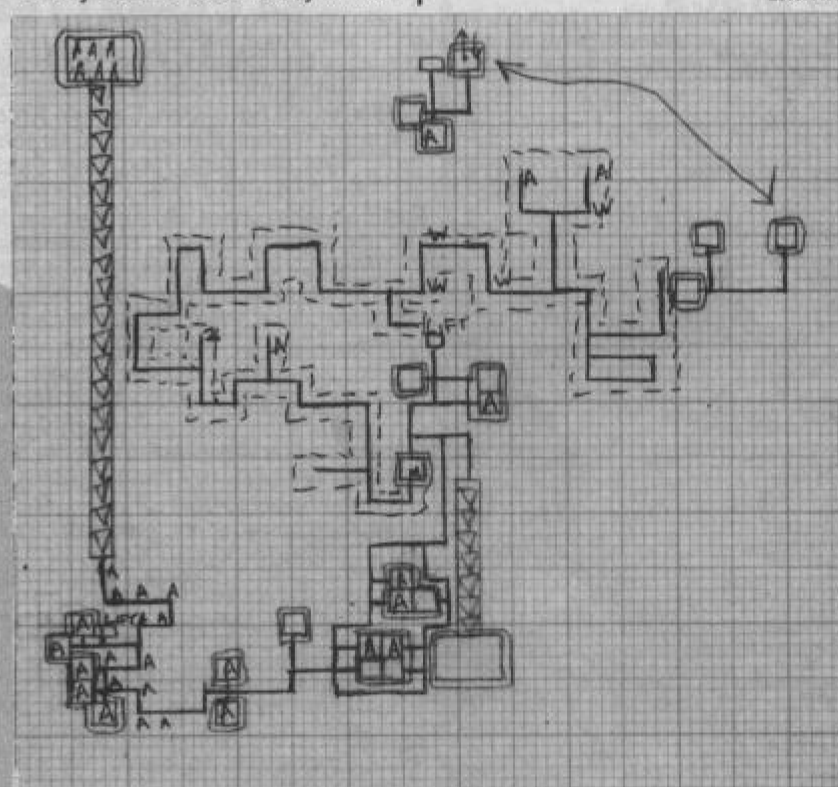
No real problems to get most of the eggs on this level. They're bunched up next to the lift in the southwest corner of the level and there's six in the communal quarters down the end of the long shuttle route. The other remaining eggs (four in all) are a pain in that they're some way down the end of the vents with welding droids to drain your suit battery). Remember to top up your battery and oxygen power before exploring the vents.

Level 6

This is the Reactor level where the Nuclear Core is burning itself out of existence (and the planet with it). Your first task on this level is to get past the force field by tackling the'sliding block puzzle' (work your way from the top down using the sides to hold any spare pieces). Once past, go for the reactor ignoring any eggs en route to the reactor (use the map as it's horribly easy to get lost). Put your helmet on just before you approach the last junction in the vents and enter the Reactor room, hit the cooling systems switch and leg it out of there as quickly as possible and DON'T stop to admire the view. On the way back destroy the alien eggs. You'll need to go a bit out of your way but it's best to do it early as time is severely limited later on.

You'll need to come back to the reactor later on to turn the very faulty cooling systems switch back on again (to give yourself more time). In the control room you'll find a large box with a slot in it but yet again this is a red herring. While you're on this level, have a go at the Asteroids game. It's a totally unnecessary extra but it's a bit of fun.

Level Five

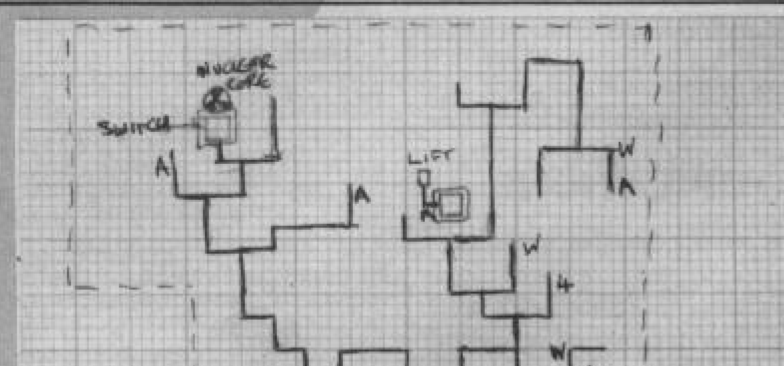


Objects Key

1 — Cyanide
2 — Oxygen
3 — Food
4 — Battery
5 — Screwdriver
6 — Elevator Access Card
7 — Boulder
8 — Navigation Data Link/Compass
9 — Asteroids Computer
10 — Reactor Cooling System Display Computer
11 — Databank Diary Entry Computer
12 — Forcefield 'Sliding Puzzle Game' Computer

W — Welding Droid (10 laser hits needed)
M — Computer Terminal containing map
A — Aliens
G — Guardian Shuttles
D — Base Defender (2 laser hits needed)
Teleporter (2 Way)

Level Six



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RAINBOW ISLANDS
(Ocean)

Tips are starting to appear for this rather colourful platform game par excellence. Still no sign of a cheat mode (which is what we all desperately need) but we'll just have to wait and see. Here we go with general tips and the first of the Island maps. Many, many thanks go to Dimitri Ars **for the first pokes,** Gary Foreman **of Graftgold for the 'official' tips straight from the programmer's mouth,** Mark Canham, **Surrey Bub and Bob duo** Mole & Mouse **(!), the full-time ZZAP! tipper** Waz Pilkington **and** Richard Showell **(plus friends** Michael **(who supplied the Amiga and game) and** Jason **(who played it)).**

RAINBOW ISLANDS CHEAT HACK

1. Instead of loading the game with LOAD "*",8,1 type LOAD "CODE",8 (Return) **and wait until the main block of code has loaded and the cursor appears.**
2. Now type POKE 28435,189 (Return) **to give infinite lives or you can type** POKE 16868,173: POKE 18517,173: POKE 18522,173 (Return) **to give infinite credits.**
3. Start the game by typing RUN (Return)
Instead of typing RUN **you can if you so desire use** SYS 2061 (Return).

RAINBOW ISLANDS MUSIC HACK

1. Type in the main music listing below
2. SAVE to tape or disk for error checking
3. Now LOAD the game
4. When loaded, reset the game with a reset switch/cartridge
5. Now LOAD the music listing from a blank tape/disk
6. RUN it to listen to the in-game tune. If you want to listen to the other tunes then reset the computer again using a reset switch/cartridge (as before) and type:

POKE 49178,X: SYS 49152 **(followed by** RETURN**)**

In the above line replace X with anyone of the following numbers to play the required tune.

0 for the Gameplay tune
1 for the End-Island baddie tune
2 for the Game Over tune
3 for the Goal In
4 for the End-Island Completion tune
5 for the Final Island Completion tune

```
1 REM MAIN MUSIC LISTING (TYPE THIS IN BEFORE THE ABOVE RESET POKE!!!)
10 REM ZZAP! RAINBOW ISLANDS MUSIC HACK — BY DIMITRI ARS
20 FOR I=49152 TO 49208: READ A: POKE I,A: C=C+A: NEXT I
30 IF C=6168 THEN SYS 49152
40 PRINT "ERROR IN DATA!": END
100 DATA 120,169,192,141,21,3,169,40,141,20,3,169,1,141,26,208
110 DATA 169,127,141,13,220,169,53,133,1,160,0,162,10,32,165,249
120 DATA 169,55,133,1,88,76,37,192,238,25,208,169,53,133,1,32,147
130 DATA 249,169,55,133,1,76,126,234
```

'OH LOOK TOTO, WE'VE FOUND SOME RAINBOW ISLANDS TIPS!!'

THE 'ART OF THE RAINBOW'

The rainbow can be used in lots of different ways, both for killing meanies (that's the technical term, honest!) and for climbing. When meanies are killed by the rainbow star you get a piece of fruit — very tasty but not very useful. A better way is to use 'Rainbow Crash' which means you fire a rainbow above a meanie and, when it's under a rainbow, jump on the rainbow to 'crash' it. By doing this you can always get a gem. There is a special sequence of items that are generated by killing meanies. The first two items will be either fruit or gems (as just explained) but the third can be a 'special'. These specials are in a sequence that goes something like: red shoes, red pot, yellow pot, red pot, red star, crystal ball, yellow star, 'special bonus' (see below). There is another way but that would be telling!

There are 3 types of moving upwards:
1. Jumping — Accurate but slow
2. Rainbow 'Stepping' — Throw a rainbow, walk onto it, throw a rainbow, walk onto it etc.
3. Rainbow 'Jumping' — Similar to 1). but throw rainbows as you jump (either diagonally or vertically).
Climbing can be accomplished very quickly by firing and jumping in rapid succession but this is very dangerous and should only be used in emergencies. Going slowly is the key; meanies can (and do) come out of nowhere. Learn the levels and where the meanies come from, then you can start climbing a bit faster and avoid the inevitable water. You can bounce on a rainbow by pushing up on the joystick when falling (onto a rainbow, that is).

GEMS

The gems are very mysterious. Besides getting an extra life for collecting all of them they have other uses. They may appear to come out randomly, but remember nothing is random in this game, there is a pattern to everything. Sometimes you just can't get that last gem and it's so frustrating. Well here's how to do it.

Imagine the screen as seven vertical chunks. If the gem lands in the left hand chunk then it's Red. If it lands in the next, then it's Orange etc... until the right hand chunk where it's Purple/Violet. Simple, but just because you know, doesn't mean it's easy! For those of you who mitched off Science lessons in school the Rainbow order is Red, Orange, Yellow, Green, Blue (Light Blue in the game), Indigo (Dark Purple) and Violet (Light purple). There is a very special item, the Rainbow Necklace, which gives you all of the gems in sequence and opens a silver door at the end of the island on the Boss stage. If you get a secret room in the Boss Room you can go through it without killing the Boss! (A bit handy!!)

BONUSES

There are many, many bonuses in *Rainbow Islands*. It is possible to force many of them out by collecting the right objects (eg the Holy Cup for 15 jars). But some are just plain abstract (eg the Guardian Angel for six Hurry messages — weird!!). Try collecting large quantities of just one type of object, here's a taster of what you might find.

8 Shoes — Wings
3 Shoes — Ruby Ring (1000 points for jumping (16 times))
2 Rings — Cross of Thunder (Thunder & Lightning)
10 Yellow Stars — Yellow Lamp (Turns all hidden fruit to money bags)
20 Red Stars — Red Lamp (5 100,000 point money bags drop down the screen)
3 Red Pots — Crystal Ring (gives 10 points for every step)
Kill 30 meanies with the Rainbow Star — Red Tiara (Red stars when you jump)
Die 10 times — Cape of Invincibility (Not worth going for!)
Red Potion — Add an extra Rainbow to Rainbows thrown at a time
Yellow Potion — Speed up Rainbow Throwing power
Yellow Stars — Throws out 7 stars in an upward arc
Red Stars — Throws out 16 stars in a circular pattern
Red Plaque Pendant/Coke Can — Gives invulnerability with high-score tune for sonic accompaniment. Lasts until end of round (Best used on levels 4,8,12 etc)
Bible — Character sprouts wings to assist upward climb
Necklace — Stars flutter down the screen, killing anything in their path
Cane/Goblet — Smart bomb
Red Teapot — Five money bags drop down from the top of the screen (each is worth 100,000 points if collected)
Green Teapot — Collect this and you get points for merely walking or jumping

Here are some of the more obscure bonuses:

Drug of Rainbow — Psychedelic!!!
Wands — Turn your crashed rainbows to various fruit items, Amiga only
Hint Rods — Give in-game hints, Amiga only
Blue Tiara — Glowing stars come from the top of the screen, killing all meanies they hit

And here's one for real addicts, the more games you play, the more likely you are to get better bonuses, as the statistics are not cleared between games. There are specials that only appear on the 33rd game and after a total of 77 rounds etc.

Starting with Insect Island I'll take you through the game Island by Island in much the same way as good old *Retrograde* but don't stop mapping it out, I need maps for the later levels as mapping and playing the game ain't easy! I'm looking out for cheat modes for both versions and descriptions of any other secret bonuses/objects/rooms hidden away in the code. Here we go with the creepy crawly capers of Insect Island.

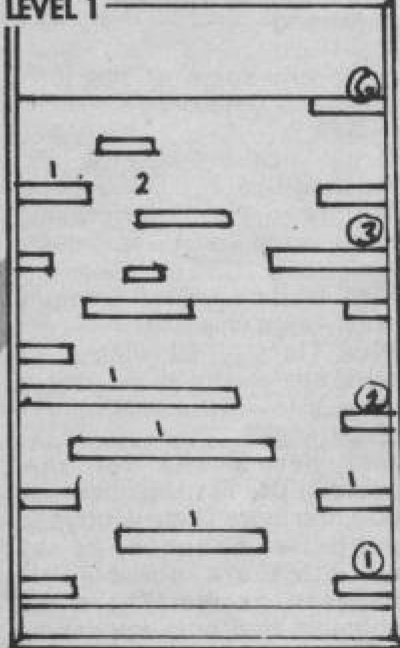
INSECT ISLAND BOSS — SPIDER

For Amiga owners this overgrown eight-legged house spider is very, very easy to bump off. As soon as you appear in the final screen and the creepy music plays, just walk to the far left or right (take your pick), turn round and stay there to fire rainbows. The Spider jumps towards you but never hits you as he keeps bouncing off the wall.

The C64 Spider is a little trickier as he ignores the edge of the screen and your rainbow hits need to be spot on (sometimes the collision detection can be *too* precise). The following method cuts it fine but stand to one side of where the Spider will land and do a small leap and fire a few rainbows crashing them as he comes down. Now run in the

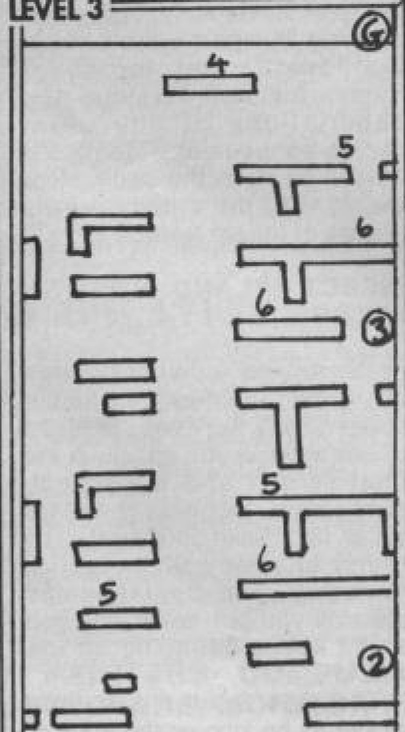
opposite direction to the Spider's bounce and fire and crash some more rainbows as it comes back. Repeat until dead (the Spider that is!). For the real heroes try and kill the Spider before it hits the ground! An easier way to kill him in the C64 version is to go to the bottom left. The Spider can't touch you here and all you have to do is fire rainbows at the top of small jumps to kill him.

LEVEL 1

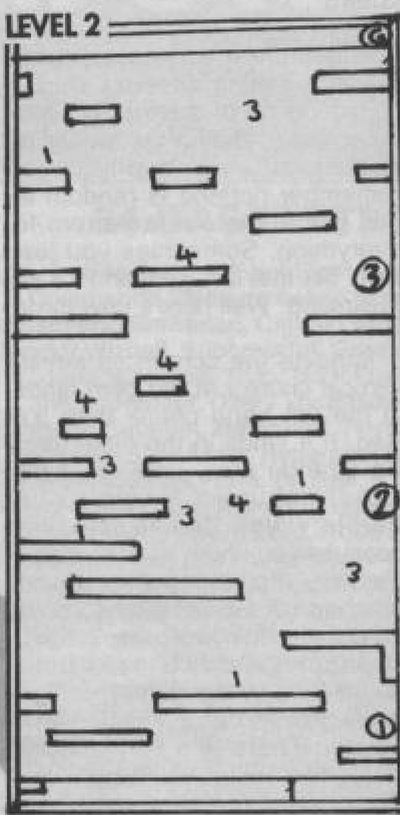


1. MAGGOT
2. MAGGOT FROM COCOON
3. BEE
4. BEE FROM HONEYCOMB
5. BIRD HATCHING FROM EGG
6. SPIDER
7. LADYBIRD

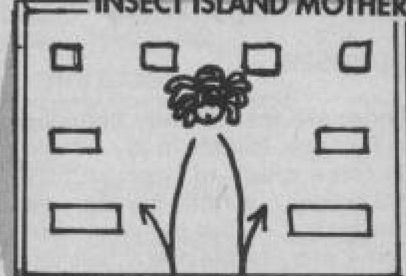
LEVEL 3



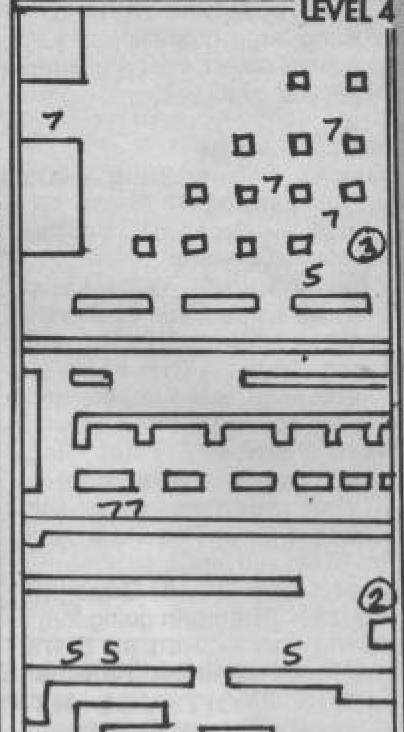
LEVEL 2



INSECT ISLAND MOTHER



LEVEL 4



E-MOTION

(US Gold)

The first 10-levels map of *E-Motion* last month saw Smarties, Jelly Tots and Opal Fruits mercilessly laid out by Markie and myself at some ungodly hour, a real pain but great fun eating the materials used afterwards! Here's the next set of 10 levels (and still no cheats, tips or maps from you lot out there).

There are a few secret bonuses hidden away in the game which come to light if you meet certain requirements. For instance the Secret Bonus No.1 only appears if the digit of time is a 3 when you complete a bonus level. Secret Bonus No.2 only appears if you complete the level without rotating right at all (sounds easy but you can't let complete the level by letting the balls explode, you have to get rid of them yourself). We haven't found any new bonuses so if anyone out there has stumbled across any new ones let me know.

Level 11
An easy enough level compared with some before it. Hit the light blue ball into the other and repeat the same angle to connect the two dark blue balls. For the purple ball either hit it from position 1 or hit it around the screen until they collide.

Level 12
Another bonus round! Just follow the numeric order of the diagram to get all the bonus pods within the time limit.

Level 13
Go just to the left of the top light blue ball and tap it past the middle block and slowly work it down to connect with the lower light blue ball. Now finish off the level with a dark blue ball connection.

Level 14
Easy once you know how! Hit the right red ball from position 1 to make it rebound off the right block and wrap-around to just to the northeast of the other red ball. Hit them together and push the left mustard-coloured ball down to just below the middle block. Now push it round to hit its partner.

Level 15
This one is so easy I don't think I'll waste the space telling you what to do. Just don't waste any time hitting them!

Level 16
Revenge of the bonus rounds again as blue pods give you bonus points, while yellow pods give out nothing. As before just follow the numeric order to get maximum points.

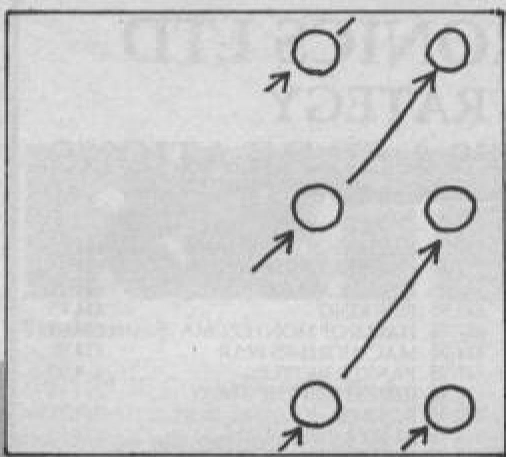
Level 17
Hit the lower left green ball into the lower right green one to free the two red balls. Now move up to do the same with the two blue balls freeing the top green balls. This should leave just the two red balls so quickly hit them together to finish the level. Time is tight on this level so pause the game if you need to and try not to make any mistakes.

Level 18
A tricky level if you're not careful. Hit the red ball from position 1 causing it to rebound off the block walls (move out of the way of the ball as it comes back). The red should wrap around to reach the bottom right corner. Now just hit it into the nearby red ball. Repeat this method with the blue ball but hitting the top right blue ball from position 2 causing it to rebound and wrap around to hit the final ball. Not too hard eh?

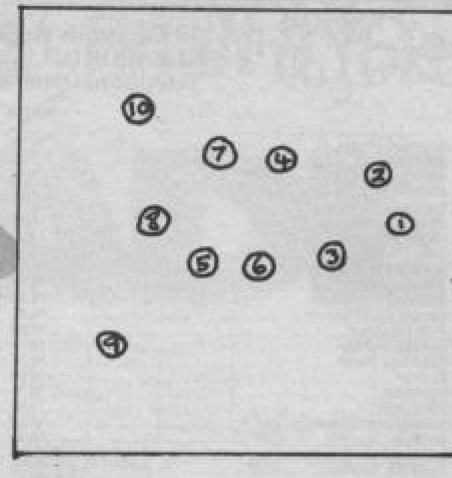
Level 19
A deceptively tricky level this. There's only the two balls but they're wedged in tight and you've GOT to inch your way in slowly. Constantly ramming the entrance in the hope that you'll force your way in doesn't work! 'Take your time' is the all important advice here.

Level 20
Last level for this month and yet again we're treated to a bonus level again (and a real toughie it can be as well). The blue pods give you bonus points while the red pods end the level so take your time. Get the immediately accessible blue pods first and then go to the top (or bottom) of the screen and squeeze past the blocks. Now head down to the middle of either the left or right side of the screen and slowly inch forward to get a blue pod (either one), then reverse-turn and inch forward to get the other. Like Level 19 don't force your way through gaps, it only serves to frustrate and lose you time in the process. Heed the advice: 'Take your time!' (again).

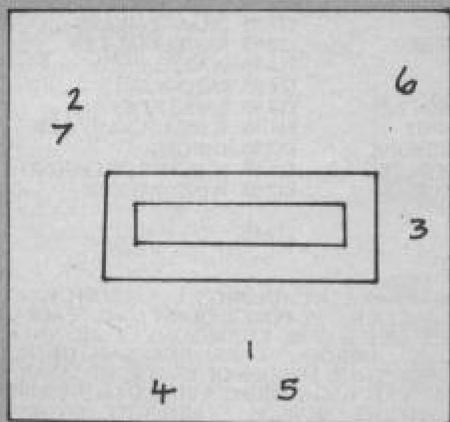
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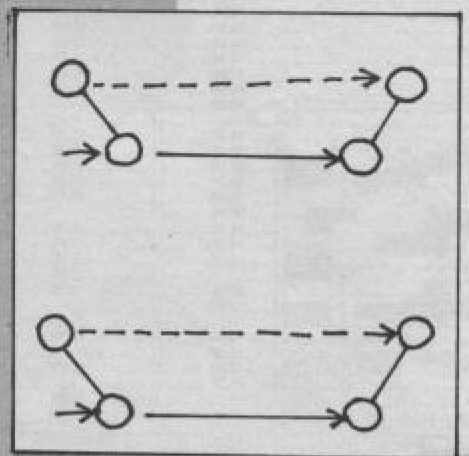
16



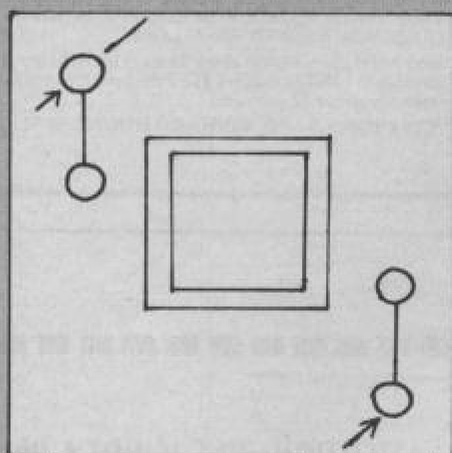
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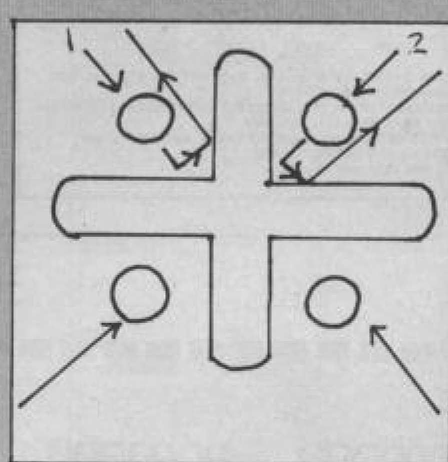
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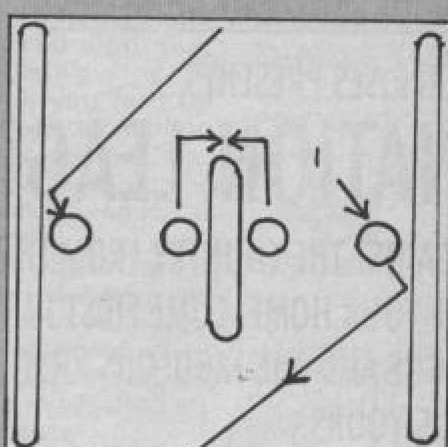
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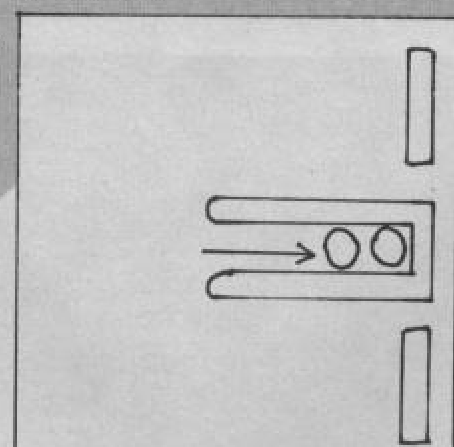
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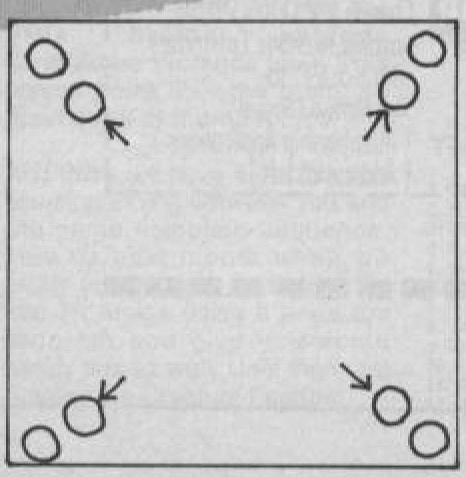
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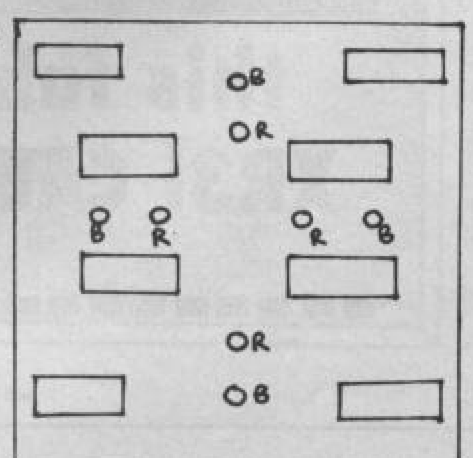
19



15



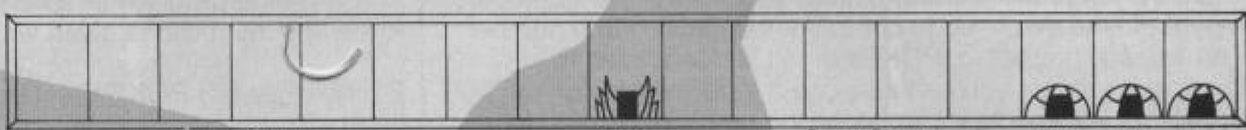
20



RETROGRADE

(Thalamus)

The end is in sight, you had the cheat a few issues back and things are getting REALLY tough now so it can't be far off now can it? Here's Apex tipping their very own game (in between doing bits on *Creatures*) and Andrew Roberts pops up again with the all important maps.



Level 6

Every weapon is now available, excluding the luscious Lazgun. The only requirement for this level is the Powabolt — necessary to defeat the nerve centre (most effective out the front).

The aliens are getting REALLY fast now, warming up for level seven, and the homing missiles are getting REALLY accurate; in general it's getting REALLY hard. With only two ducts to complete, this level should be pretty quick and you will need to conserve as many lives as possible for the last level.

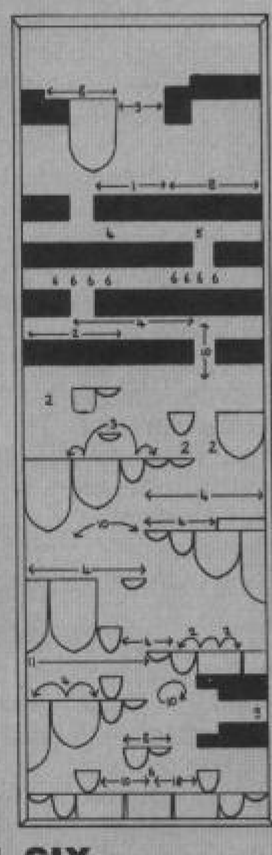
The aliens leaving planet busters behind are a blue spinning shield in between two pincers and a monster walking left and right between two indestructible glass balls.

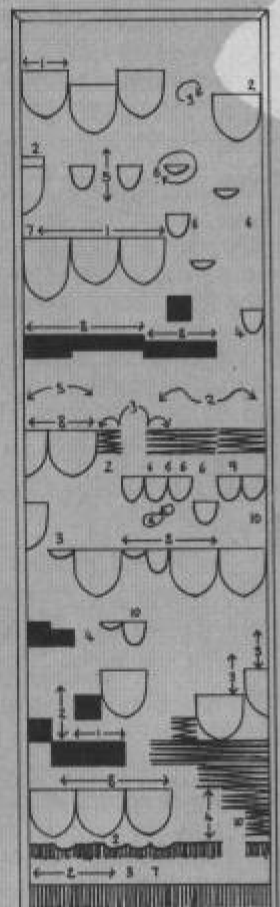
Pushing aside the undertaker (who had just finished taking your measurements) you turn up the afterburner and zoom off to face Big Mama number six. This is the first nerve centre with separate aliens and has a tad more firepower.

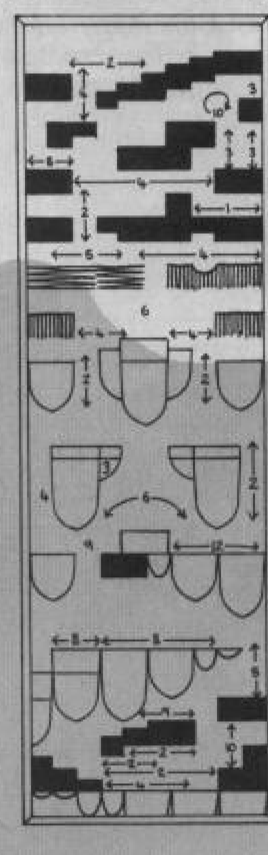
Referring to the diagram shoot points 1 and 2 from the right in either order. Note they can only be destroyed when their electric fields are open. They take ages to kill UNLESS you have a Powabolt.

Concentrating on the middle alien, shoot points 3 and 4 from the left until you see the little brains explode (Gratuitous Violence Inc.). This leaves point 5 — the brain, so blast away at it until it dies.

And there we have it — only one planet standing between you and the game complete sequence. Join us next month when we show you how to turn your 64 into an Amiga using a three-line program and give you some handy tips as well! Until then, get reading the Creature Feature!

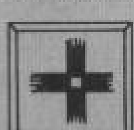






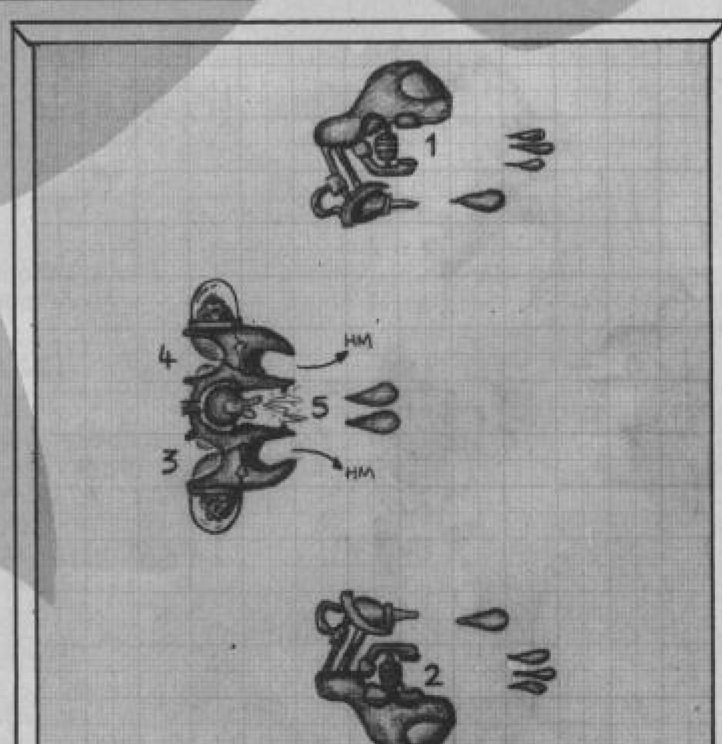
LEVEL SIX— BALLS, MAD PARROTS AND PET DINOSAURS!

POWABOLT



Positions:	1/5/9/13
Cost	2000
Inc:	7▼
Max:	56
Points:	3

LEVEL 6



THE CAST OF ALIENS

1. Diddyman
2. Mad Parrot
3. Glass Ball
4. Snapper
5. Diddy Jetman
6. Pulsating Ball
7. Diddy Bazooka Man
8. Grumpy Dinosaur
9. Spinning Block
10. Cartwheeler
11. Rocket
12. One Man and his Dinosaur!

Compiled and drawn by Andrew Roberts © 1990

HOW TO USE THE POKES IN ZZAP!

For those of you who are new to the C64 scene and aren't too sure about how Pokes work, here's a little guide to it all. A POKE is merely a command to change the value of a number within a game program. By changing the number you may for instance change the number of lives you have in the game, the amount of time you have to complete the game or the number of enemies in the game. POKEs aren't just restricted to cheating in games, you can also use them for replaying music and effects from games, displaying the graphics of the later levels or for creating fun effects!
There are three ways to enter POKES into games.

A) Self contained cheat listing — These types of POKEs are the easiest to implement, require no extra hardware devices at all (ie cartridges or reset switches) and are typed in BEFORE you load the game. These listings have line numbers before each command in the program (usually starting with 10 and increasing in tens from then on). When entering POKEs type in each line as printed in the magazine, pressing the RETURN key when you reach the end of each line. Once it's all typed in, SAVE the listing onto a blank tape or disk (just in case the listing goes wrong when you try to RUN it and it saves having to type it all in again, especially long listings). Now check through the listing to make sure you've typed it all in correctly and RUN the program (This is a general guide, if in doubt follow the instructions given with the listing).

B) Reset Switch POKEs — These POKEs will *only* work if you have either:
1) a RESET SWITCH hardware device
2) a CARTRIDGE equipped with a Reset option/button
or 3) a Commodore 128 (which has a built-in Reset Switch).
The reset POKEs don't have any line numbers and are easy to spot as they consist solely of a POKE command with data to be changed and followed on the next line by an SYS command and a value to 'jump back' to the program to restart it.
eg POKE 25643,173 (Followed by RETURN)
SYS 6577 (Followed by RETURN)
Unless otherwise instructed, Reset POKEs can only be entered by first LOADing the game and, when loaded, by then pressing the Reset button/switch on the title screen or while playing the game (follow the POKE specific instructions if need be). The game will now momentarily freeze and jump back to the start-up screen as if you'd just switched on your C64. Now type in the relevant POKE (or POKEs) and then type in the SYS command plus accompanying value (pressing RETURN after each command). The game will now restart with infinite time/lives/energy or whatever. On some occasions the listing will be rather long, thus line numbers before each command may be present (in much the same manner as the type A cheats except the listing must be typed in after the game has been LOADed and reset with the reset switch).

C) Cartridge POKEs — These require very little effort to implement, requiring only a Cartridge such as the Action Replay or Expert Cartridge to cheat. Follow the instructions enclosed with the cartridge for loading a game and upon loading or during the game itself (depending on the cheat instructions) press the cartridge button to bring up the cartridge menu screen. From here follow the specific instructions for entering the required POKEs and then restart the game.
Cartridge Corner is devoted to POKEs for those of you owning either the Action Replay or Expert Cartridge ONLY, they will not work with reset switches as you they have no SYS codes.

OPERATION THUNDERBOLT
(Ocean)

It took its time to surface from Fortress Ocean but C64 *Operation Thunderbolt* is here and M. Elkateb of Sutton, Surrey is the hard man of the tips section this month with useful tips and a rather handy (if familiar) cheat. Take it away M! (you don't mind me calling you M, do you M?)

C64 CHEAT

Get past level 1 with some continue plays left. When level 2 has loaded, start playing and then abort the game (F1 and then RUN-STOP). It will tell you to Rewind Side B; do no such thing and leave the tape running. You should now be able to play level 3. This procedure can be carried out as many times as you want throughout the game.

THUNDEROUS TIPS

Level 1

Keep your aim in the middle of the screen and then move left and right to kill the soldiers. It is advisable to hold down fire if you are a beginner for more accurate shooting. Kill the helicopters with a rocket. This level can be completed without losing a life.

Level 2

It is important to remember that the soldiers' bullets cannot affect you if they're on the other side of the screen. Keep your aim at the far side of the screen (your side).

Level 3

This level is impossible to complete without continue-plays (too right, M! — Rob H). Tanks are more lethal purely because there are so many of them. If things get crowded, just use a rocket. You only need to use one bullet for mines and the deadly air to ground missiles.

Level 4

Accurate aiming is necessary to rescue the hostages. If a hostage gets in the way, shoot him. The heavily armed officer is not really that tough. He comes out from the right so be prepared. Hold down the fire button and follow him around. If you are feeling particularly violent shoot him in the head.

Level 5

Basically this is the same as level 3 so the same tips apply.

Level 6

This is my favourite level due to the stunning graphics and the immense playability. The men hanging from the top are most lethal so wipe them out first. If it gets too crowded use a rocket and watch those people die man ('You cruel man, you very cruel man, you slaughterer, why you scum-bag' — Outraged arab wives). The end-of-level alien, sorry, Officer needs to be shot in the head.

Level 7

This level is level 3 without the tanks. Same tips apply (sounds familiar).

Level 8

The final level (bar one) is a real test of the reflexes as the enemies and hostages speed out to you. Watch and then shoot the grenades as they are pretty quick.

The Final Shoot-Out

Give yourself a pat on the back for getting this far, even with the cheat! The hijacker is on the left of the hostage and he is quite fast to say the least. Stay to the left of the hostage, hold down fire and lead the spray of bullets over to the Boss man and pump some lead into his head. Yaaay! All hostages rescued and on their way home! Mission Complete!

Well, the feast of tips endeth here and I'm not looking forward to mapping out Combat Island or *E-Motion* levels 21 to 30 for next issue, time for some assistance from you lot methinks so get tipping! Neil Treeby **of Brixham is my saviour as he's sent in tips for Levels 9-12 of *Snare* (hurrah!) but they came in too late for this issue (rats!) so next ish, definitely! I'd welcome anything on *International 3-D Tennis, Ninja Spirit* (maps, guides, hacks — the works), anything and everything on *Turrican* wouldn't go amiss, budget tips would be great too! This month** M. Elkateb **of Sutton, Surrey gets a £30 software voucher for his jolly good *Operation Thunderbolt* tips and cheat. The address for your tips? *Pig in a Poke, ZZAP! Newsfield, The Case Mills, Temeside, Ludlow, SY8 1JW.***

CREATURE FEATURE

John has got Mad Cow Disease, ZZAP! want the music demo yesterday, Thalamus need a game outro tomorrow but — hey! — the Rowland Bros are cool. They've got their surfing gear on, it's hot and the pool beckons. Put a few computers on the poolside table with some cans of cider and let's pretend we're working.

WEDNESDAY APRIL11th

JOHN: Happy birthday to you, happy birthday to you, happy birthday to Stevie, happy birthday to you (it's Steve's birthday today, in case you hadn't guessed).

Today we hitched a lift in Dave's Astra GTE 16v to ZZAP! HQ which meant us getting up at 4:30 am (yawn), as it takes one and a half hours to get to Thalamus then about two and a half hours to get to Newsfield. (One asks oneself is it worth it)? We gave the lads the first instalment of the diary and a demo of the game (for any screenshots that will be needed).

STEVE: As already mentioned we went to Newsfield today in Dave's black beast. Thanks to Rob and Phil for the entertainment all afternoon and thanks to Carol for the coffee.

While we were there we happened to notice a nifty little joystick called an 'Ultimate dial-a-speed superstick'. Now, the guys can't remember where they got it (they're not stupid OK), so if you know where to get hold of one, please could you let us know. (Try Euromax, we'll be reviewing it next issue — Ed)

FRIDAY APRIL 13th

Today is Friday the 13th and don't we know it!!

Two of our computers picked up a virus, causing them to overheat and start a small fire. This then turned into a big fire, setting our entire house alight. A motorist passing by diverted his attention from driving for a split second, to look at the inferno. This, unfortunately, was just long enough for him not to see the pedestrian crossing the road. Swerving to avoid him, he went through the living room window of the house opposite. Sadly this ruptured their gas main and caused spontaneous combustion of the entire estate. As it happens the Nuclear power station near by was a little too near... STOP! That's it! This is getting too ridiculous. If you believe any of the above you're more stupid than Rob 'that's a nice earring' Ellis looks. (Sorry Rob but we had to pick on someone).

TUESDAY APRIL 17th

JOHN: The last four days have been a bank holiday weekend and therefore we've been down Southend a few times playing loads of games. One that I'm hooked on again is *Space Harrier* (I used to love this game).

Started to design the first 'torture screen'. We did a couple of sketches to work out what was going to go where etc. After a few hours coding I now have the screen set up for some graphics. Steve insists on only leaving two characters blank at the bottom of the screen for the sprite status to go over, giving him more room for the torture screen above. So, not having enough room for the status, I have to move it down eight pixels and take out the border (not that anyone's going to notice).

STEVE: After the nice long, relaxing weekend it's back to work on a new section of the game: the torture screens. The sketches for them look great. If they turn out like we hope, they will be lots of fun to play and watch. There aren't enough sprites on the CBM64 to cope with parts of the torture screen, so we resort to animating characters as well. There are two creatures made from characters which will animate on this torture screen. These are (a) the creature that pulls the platform up the screen when you jump on it, and (b) the creature on the bike that powers the generator to the Acme saw mill. There will be 32 sprites on screen for this section with space for 122 animations in memory.

WEDNESDAY APRIL 18th

JOHN: I was drinking some lemonade while I was working this morning, and accidentally spilt some on the PC keyboard. So I wiped it off and thought nothing of it — until this afternoooon when half a dozen of the kkeys decide to stickkk down when I press them. It couldn't hhappen oon some trivial keys, it has to happen on all the important ones likkke Assemble, Escape, Monitor and a few lettters. Out witth the WD40 me thinks.

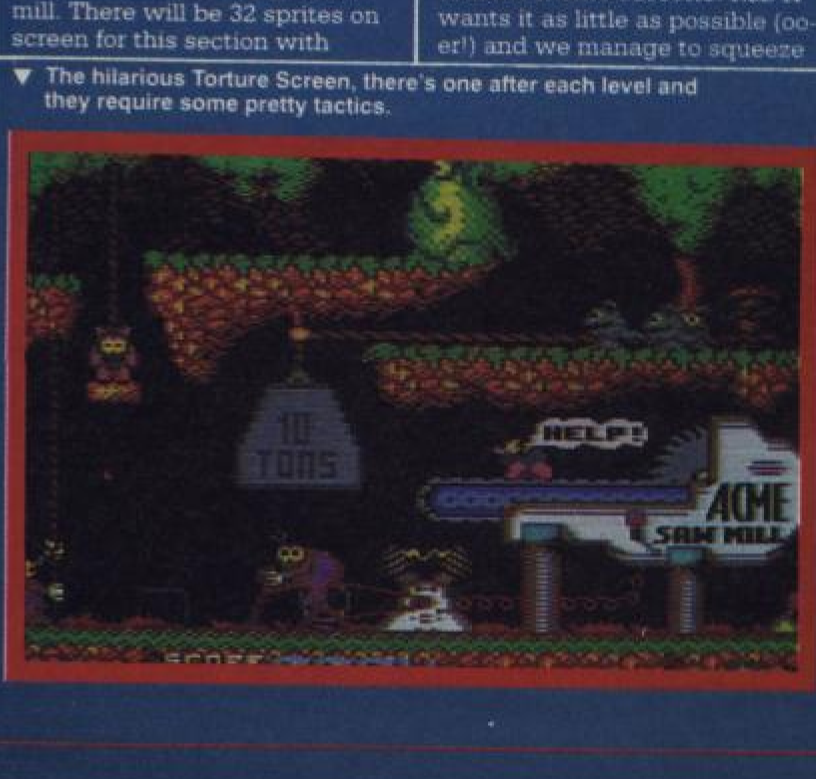
Spoke to Rob Hogg this afternoon about a 'music select system' for a cover cassette. Anyone who has a disk version of *Retrograde* will have seen one we've done already. Anyway, we decided it would be a pretty good idea to put one on next month's cassette (last month's by the time you read this!). I've therefore spent the last couple of hours ripping out our first select system ready to upgrade.

STEVE: Another music select system, hmmm, this means stopping production on *Creatures* for a few days to write/compose/copy about four bits of music. Some of the tunes on the select system are old, some tunes have been written for our old games but we ran out of memory to put them in so I write another bit in less memory and we have the first one left. This happens quite often and I've now got about fifteen double-sided disks full of music. However, I still write new stuff such as 'Apex Beats' which is quite funky.

FRIDAY APRIL 20th

JOHN: Now we've finished the select system it's time to transfer it onto cassette. Rob H wants it as little as possible (oo-er!) and we manage to squeeze

▼ The hilarious Torture Screen, there's one after each level and they require some pretty tactics.



it onto 1 minute 25 seconds of tape. The only problem is that it doesn't always load. God knows why, so please can he tell us?

STEVE: As a last resort to make the select system load more often (load at all) we guess that the cassette heads might be dirty, considering we haven't used it for about 18 months. So it's a trip down town to get some head-cleaner (for the cassette player, obviously — even though John's head is pretty dirty).

MONDAY APRIL 23rd

(St George's Day, don't you know)

JOHN: Having already posted the music demo to ZZAP!, we realised that there us a 'deliberate' mistake with the text on-screen. As it's an upgrade from the one we did last year it has last year's date on it, which I forgot to modify (how stupid can you get?... well there's Steve for a start).

STEVE: After buying a copy of *Ghosts 'N' Ghouls* and playing it for an hour, we have decided that there aren't enough restart points. If you get just under half way through the level and die, you go all the way back to the start (which is pretty damn frustrating). *Creatures* will probably have nine or ten per level.

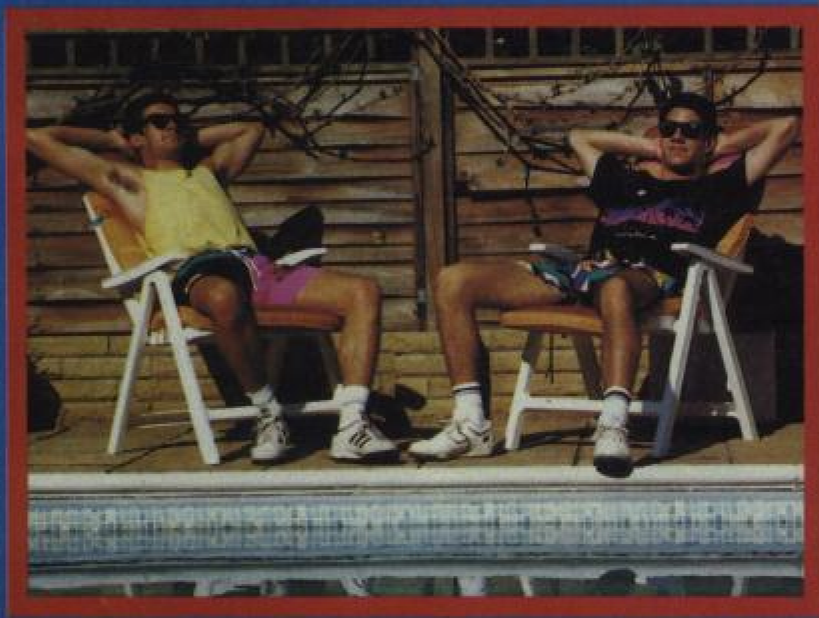
TUESDAY APRIL 24th

JOHN: This morning we received a demo from Rob 'mine's a pint' Stevens (the programmer responsible for *Snare*, but we don't hold that against him — just kidding) which creates glitch-free raster splits with sprites passing over them. We need this for the colour splits in Creatures (tm), (p) 1990, (c) 1990, (r) 1990 etc etc.

STEVE: After working peacefully all day, Rob H phones at 5:45 to say could they have any more of our music (as they like it so much). The only problem is that they need it by the 26th, meaning a Datapost job tomorrow afternoon.

WEDNESDAY APRIL 25th

JOHN: I should be doing the game today but I've got to modify the music select system, again. I suppose this gives me the chance to correct the mistake of not changing 1989 to 1990. Having lost half the day to the music stuff, we worked until about midnight on the game (now there's dedication for you).



▲ Only 24 hours to save Thalamus, write a hit demo for ZZAP! and cure John (the bro' on the left).

STEVE: In the space of about five hours I've written (copied — John) three bits of music (including a 'dub mix' of Apex beats). The 'game over' music is one of the shortest bits ever (memory wise) being 239 bytes long. It was in the post at about 2 o'clock and will get to ZZAP! in the morning.

MONDAY APRIL 30th

JOHN: This morning we received our copy of *4th Dimension* from Hewson (thanks Paul). After loading *Cyberdyne Warrior* we noticed that one of the voices for the title music wasn't working! Looks like the loader screwed it up as this only happens the first time the title screen appears.

On the torture screen side I spent most of the day making one of the aliens go to sleep, then the rest of the day waking him up.

STEVE: Today is hot! This gives us an excuse to work in shorts and shades. Started the music for the torture screen this morning which is nice and cute. I also continued to do the graphics for the 'waterfall' level, which is hopefully where Clyde will use a boat or arm bands to progress. Did the big alien with real bad breath who tries to set you alight.

WEDNESDAY MAY 2nd

JOHN: I now have the big alien moving back'n'forth and spitting fire (looks quite good actually). The sleepy alien can also pull the platform needed to get Clyde from the bottom of the screen to the top.

The weather has been well hot the last few days, which means it's that time of the year when we must clean and heat the pool.

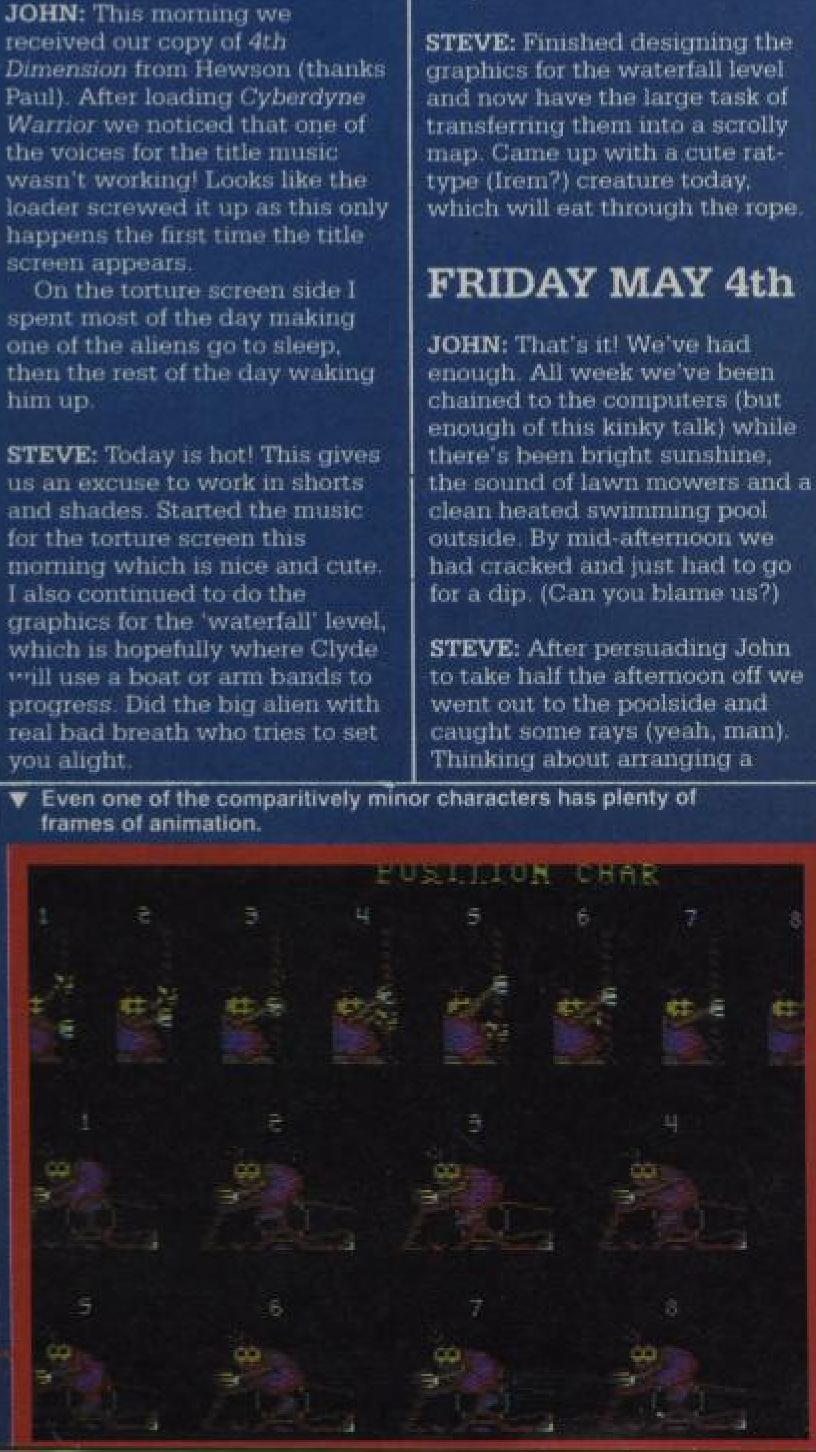
STEVE: Finished designing the graphics for the waterfall level and now have the large task of transferring them into a scrolly map. Came up with a cute rat-type (Irem?) creature today, which will eat through the rope.

FRIDAY MAY 4th

JOHN: That's it! We've had enough. All week we've been chained to the computers (but enough of this kinky talk) while there's been bright sunshine, the sound of lawn mowers and a clean heated swimming pool outside. By mid-afternoon we had cracked and just had to go for a dip. (Can you blame us?)

STEVE: After persuading John to take half the afternoon off we went out to the poolside and caught some rays (yeah, man). Thinking about arranging a pool/bar-b-que party tomorrow (Saturday), admission being a 'six-pack and sausages'.

▼ Even one of the comparitively minor characters has plenty of frames of animation.



TUESDAY MAY 8th

JOHN: I've taught the rats to walk about randomly and the weight now flattens the alien on the bike. So what if I used self-modifying code? I happen to like using it, okay (considering it takes up less memory and processing time).

We got hold of another Amiga, monitor, disks, books, joysticks etc. They belonged to Rob 'listen 'ear' Ellis, and we got the lot for £1.25 and a can of Tennents Super.

STEVE: Received a phone call from Dave 'silky' Birch today, asking me to do the 'game complete' graphics for *The Search For Sharla*, another Thalamoose game. So it's another break from *Creatures* to get on with this straight away.

FRIDAY MAY 11th

JOHN: The presentation bits have been added to the torture screen now. There's the 'Get Ready' and 'Level complete' in there (which we're quite pleased with), boosting memory to 3K more than a level in *Retrograde*.

So many games these days (including some arcade games) don't give very satisfactory 'complete sequences'. If I complete a level I want to feel a sense of achievement, even more so if I complete the game. You know what I mean, staying up 'till three in the morning playing a game, doing it, and getting a boring message saying 'game complete' followed by a list of credits on who wrote the damn thing. We like to put a bit more effort in than that (check out *Retrograde*'s 'game complete' sequence — plug, plug).

STEVE: The last few days have been fairly uneventful, as I've been doing the graphics for *The Search For Sharla*. The only exciting thing that's happened was when I did the Level Complete music for *Creatures*. At least I can look forward to the nightclubbing at the weekend, together with a hefty dose of alcohol and junk food. We haven't had a Burger King for about two weeks, is this a record? (And would it get on to Top of the Pops?) John's starting to show withdrawal symptoms — running round in circles, waving his arms in the air and foaming at the mouth (I wonder if anyone will notice the difference in his behaviour... I doubt it). (Maybe he's got Mad Cow Disease! — Ed)

ZAP! TEST

international 3D TENNIS

A

Palace, Amiga £24.99

Wimbledon's not too far away (especially if you're a Womble) so perhaps we can forgive the software houses for releasing so many tennis sims recently. The best C64 game so far, *International 3-D Tennis* caused quite a stir last issue, impressing us with its novel use of vector graphics and earning a deserved 94%.

Ubik, best known for his music, has written the Amiga game with help from Sensible Software. As before, the control system allows you to move freely after hitting the ball. When the ball is returned, however, the computer automatically moves your player into line with the path of the ball, though you can still move forwards/backwards. Pressing a direction with fire determines what type of shot you play.

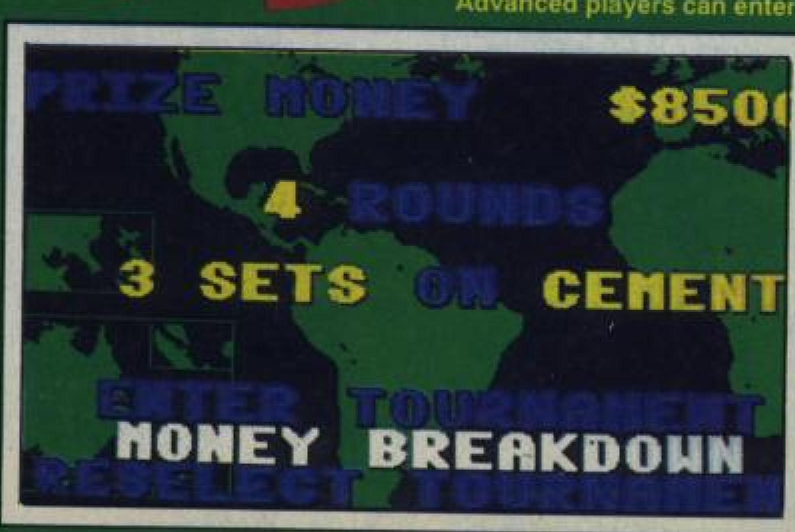
Again there are four surfaces — with subtly different bounces — and four skill levels. The easier skill levels help you time shots by making your player flash at the correct time (DIY Innuendos Inc). Higher levels remove this aid



but allow serves to be aimed and spin put on the ball. As both players can have different skill levels, it's possible for a novice to compete with an expert in two-player mode.

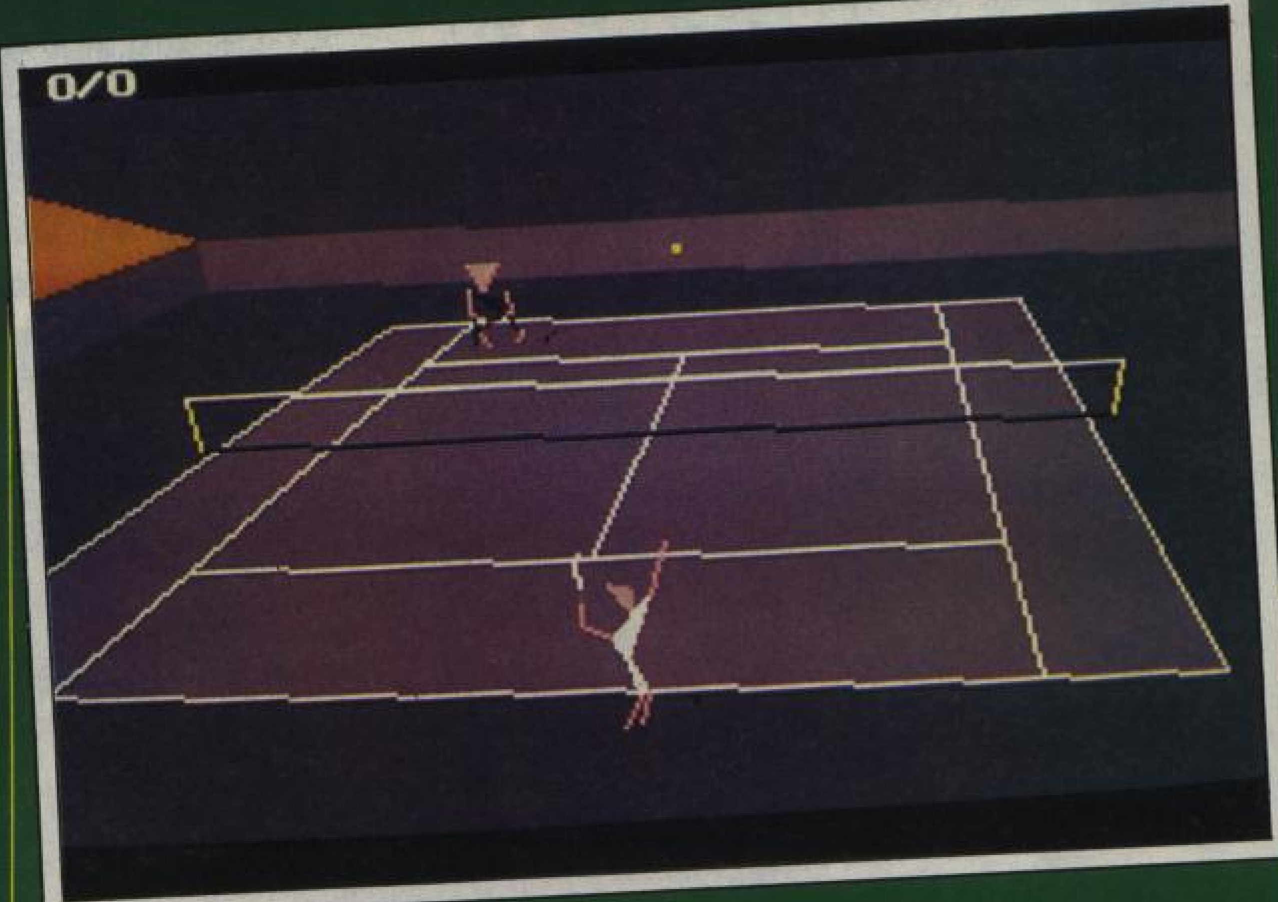
The unique choice of camera angles used in the C64 version has been improved. One of the angles can be defined by rotating the view in three dimensions and zooming in/out — so there's theoretically an infinite amount of possible viewpoints.

Advanced players can enter



one of the 79 international tournaments (based on real ones), competing against some of the 100 different computer players — including the likes Lendl, Becker and McEnroe. If you choose to play a whole season, you can enter a number of tournaments with the aim of winning as much money as possible. With a possible 21 tournaments, a season can last a long time so there's an invaluable Save (on formatted disk) facility.

First impressions are misleading, with the players translucent, and although this helps gameplay when they shake hands at the end of a match it's a real mess! But *International 3-D Tennis* more than compensates with superb playability. Playing a tournament really takes it out of you, with you nervously waiting to see who your next opponent will be. Have you been unlucky enough to encounter Becker or McEnroe? But even the comparative unknowns can give you a tough game. If nothing else, this reminds you how cruel tennis can be, with 20-point tussles at deuce being easily lost with a careless mistake or two. Each and every rally has to be approached with a clear mind. You must plan how to make your return, and whether to go to the net or not. Yet winning a tournament is compulsive, and the way the stadia enlarge as you progress to the final is rewarding — as is the pic of you lifting the cup. With a year packed with tournaments there's plenty of lastability. As for the graphics, you soon get used to them and the ability to rotate the court means you can always be at the bottom of the screen — very useful for playing the computer. Also, the sonics are absolutely superb. The samples are crystal clear making the commentary great fun, and the tunes are brilliant. Highly recommended.



▲ Hold down fire until the last second to get a blistering service and, hopefully, an ace.

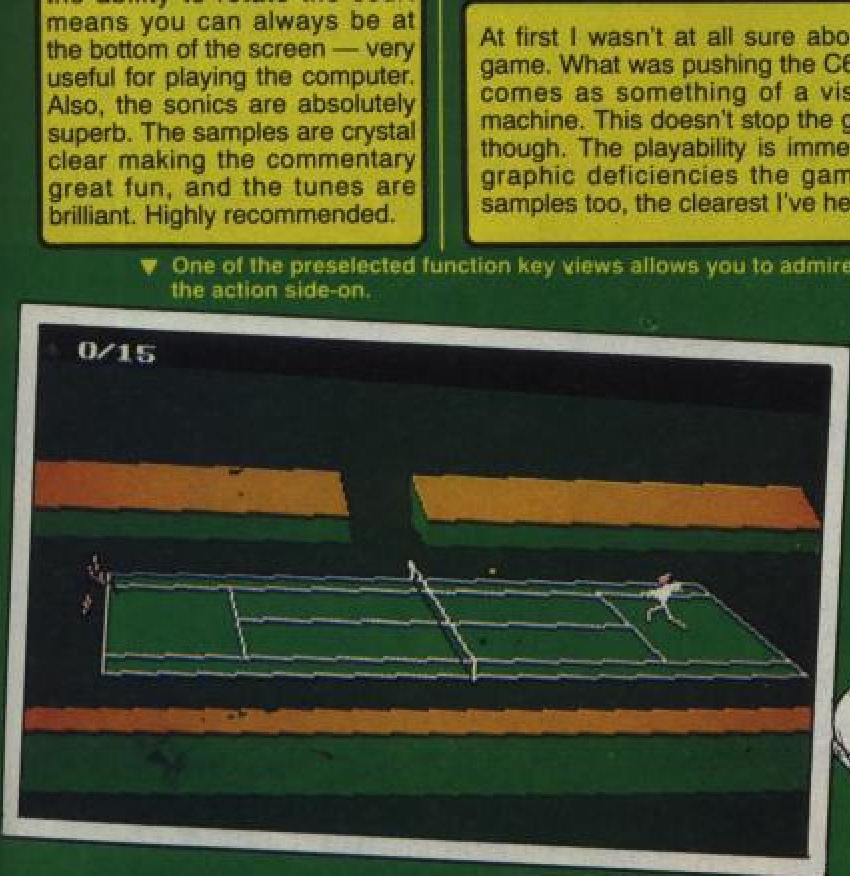


Aesthetically this isn't as impressive as the C64 version. The vector graphics look a bit weird coloured-in and there's no hidden line removal so the players sometimes appear to be holding their racquets behind their backs! Having said that, the ability to create your own camera angles is brilliant — you can zoom out so far that the court looks tiny or get an amazing worm's eye ground view. Gameplay is much the same as it was on the C64 with the innovative control method working perfectly to create a game of maximum skill and minimum frustration. As before, you can really get some long rallies going, especially against some of the better computer opponents. The centre court atmosphere is improved by some extremely clear sampled umpire speech and a brilliant crowd effect with them oohing and applauding realistically. Comparing the many recent Amiga tennis sims it's easily game, set, and match to *International 3-D Tennis*.

At first I wasn't at all sure about this conversion of the ace C64 game. What was pushing the C64 to remarkable limits a month ago comes as something of a visual disappointment for a 16-bit machine. This doesn't stop the gameplay from being just as brilliant though. The playability is immense, more than making up for any graphic deficiencies the game may have. Top marks for the samples too, the clearest I've heard for a good while.



▼ One of the preselected function key views allows you to admire the action side-on.



PRESENTATION 90%
Ten camera angles, including definable one. One or two-player practice mode, four skill levels, four surfaces, superb Tournament and Season options with Save/Load facility.

GRAPHICS 75%
The vector graphic players look a bit strange and the ball moves somewhat erratically. But great choice of perspective compensates.

SOUND 94%
Great music, including the 'Wimbledon' theme tune. Crystal clear sampled umpire speech and various crowd FX.

HOOKABILITY 94%
Flashing players make it very easy to hit the ball — unlike most other tennis sims. Supremely playable.

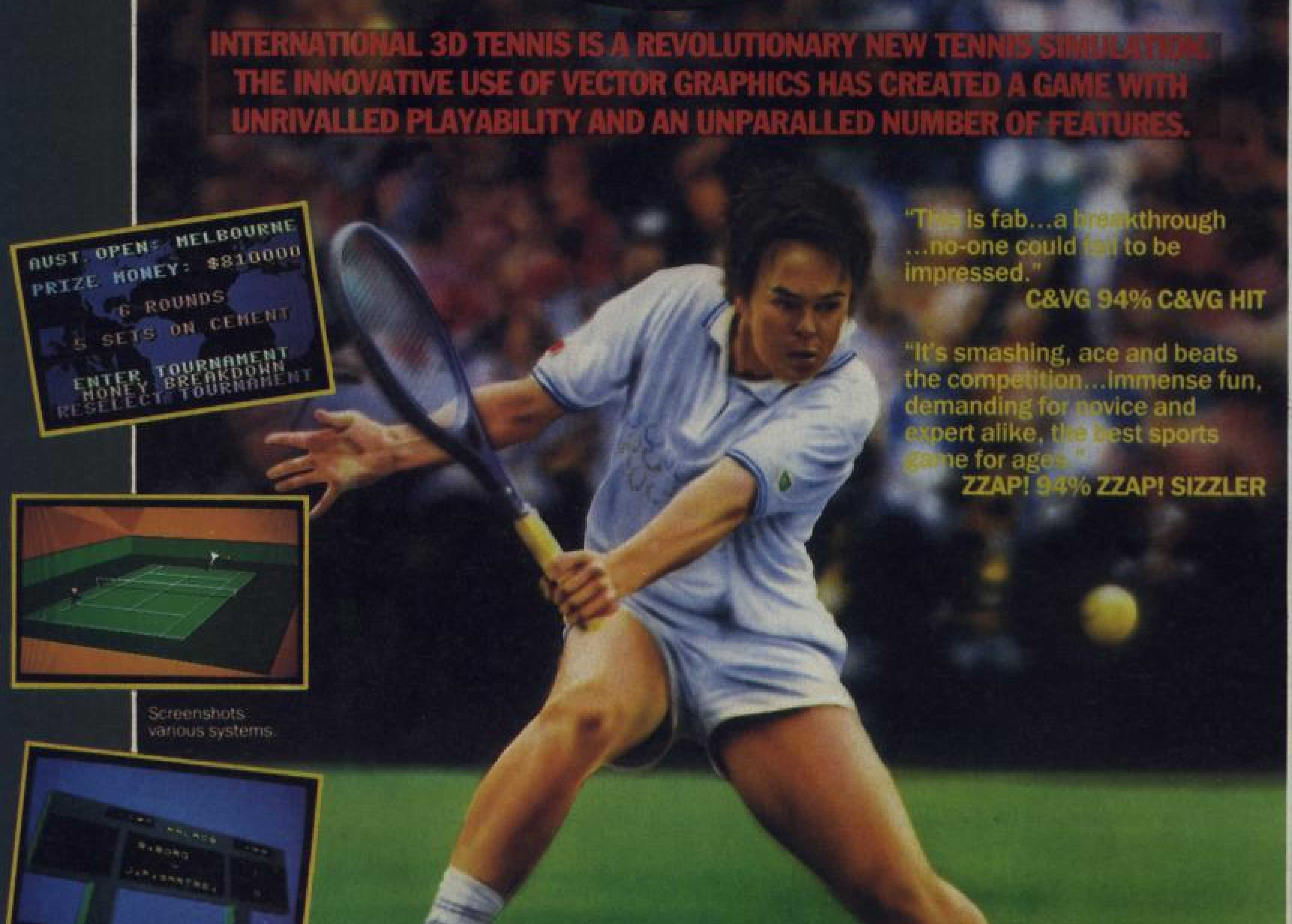
LASTABILITY 91%
79 international tournaments with a hundred different computer opponents make for a great long-term challenge.

OVERALL 92%
The best tennis sim around, just in time for Wimbledon.

• SENSIBLE SOFTWARE'S •

INTERNATIONAL 3D TENNIS

INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS SIMULATION. THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNRIVALLED PLAYABILITY AND AN UNPARALLED NUMBER OF FEATURES.



"This is fab…a breakthrough …no-one could fail to be impressed."
C&VG 94% C&VG HIT

"It's smashing, ace and beats the competition…immense fun, demanding for novice and expert alike, the best sports game for ages."
ZZAP! 94% ZZAP! SIZZLER

Screenshots: various systems.

Individual format release dates may vary.

- Remarkable new 3D real time animation system.
- One or two player games.
- Four player ability levels – amateur, semi-pro, pro and Ace.
- View the game from any one of ten "camera" angles – infinite on ST and Amiga.
- Learn to play topspin and backspin balls.
- True control over the direction of your shots.
- T.V. tennis theme tunes.
- Any-time save option.
- 64 different computer opponents, with 16 skill levels.
- 72 tournaments to play in all based on real events with genuine court conditions and prize monies.
- 4 court surfaces – grass, clay, carpet and cement – each affecting game play.
- Digitised pictures (ST and Amiga)
- Digitised voice of real Wimbledon umpire (ST and Amiga).
- Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!

• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •

PALACE



JUMPING JACK SON

Infogrames, Amiga £24.99

Imagine the music world with no Kylie Minogue, no Jason Donovan, and no New Kids On The Block (My fave! — Sub Ed). It might be most people's paradise but Jumping Jack Son is a bit peeved now that classical music has taken over and rock'n'roll is dead.

Jack's determined to save the few remaining rock records. On each level he jumps around square platforms, avoiding angry classical instruments. Certain squares change colour when jumped on: when a group of them is made all the same colour a record appears for Jack to place on the relevantly coloured record player. Playing records gradually builds up a rock tune — when all the records are playing, Jack can teleport to the next level.

Occasionally, special tiles appear which can give our hopping hero such extras as a juke box (to carry more than one record simultaneously) and sunglasses (cause classical instruments to flee in terror!). Every four levels, there's a challenge round where Jack must hop once on every platform to gain a password.



Jumping Jack Son is full of humour with a wacky plot and a particularly cute hero. The music is great to listen to with a brilliant Rolling Stones-style title song and classic in-game blues riffs. The simple action won't exactly tax your brainpower but it's great fun to play and should bring a smile to the grimmest of players (I heard that! — Ed). The challenge levels are a particularly good idea, providing both extra variety and passwords to avoid frustration.



This is great fun with plenty of humorous touches to raise a smile. The way the tune builds up is particularly good with each record adding an extra instrumental part. The game concept is a simple but addictive one, and with loads of different level layouts and extra features (plus a few surprises) it never seems to get repetitive. But then maybe I just love the music!

64

No plans for a C64 version.

update

PRESENTATION 85%
Options include two different sets of levels (easy and hard) and an alternating two-player mode.

GRAPHICS 80%
The cute hero bounces around colourful platform worlds.

SOUND 90%
A good selection of rockin' in-game tunes and humourous FX.

HOOKABILITY 87%
Easy to pick up and extremely addictive.

LASTABILITY 81%
An enjoyable challenge.

OVERALL 84%
Plays as good as it sounds.

grave yardage

Activision, C64 £19.99 disk only

American Football players have never been so ugly. The teams in *Grave Yardage* have a variety of foul monsters playing for them, including ogres, trolls, ghouls and zombies. Astroturf is obviously too nice for such players so matches are played on a minefield! In this one or two-player game the basic aim is to earn points by hacking as many of the opposing team as possible.

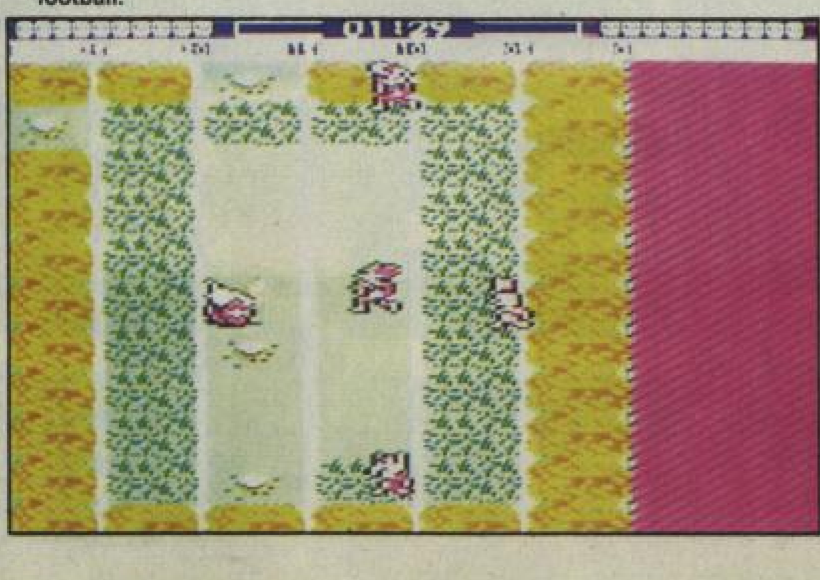
A secondary objective is to move the ball down the field using running and passing plays under the normal 'four downs to gain 10 yards' system. Here, though, the ball carrier runs until he's killed by the defence! Carry the ball into the opposing endzone and you score a 'smashdown', worth 100 points.

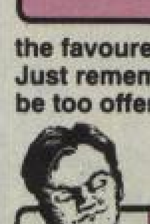
Both offence and defence get to choose their plays from scrolling menus. The team line-ups can also be altered to suit the favoured type of tactics. Just remember, you can never be too offensive!



The best aspect of *Grave Yardage* is undoubtedly its sick humour with the defence attempting to 'hack' the quarterback! You even get a bonus for massacring all the opposing team members. With so much fighting going on it's like a Leeds away match with football secondary to outright thuggery. Still, it's all done in a fun, light-hearted way. The fairly lengthy disk accessing between plays is irritating, though, and the game's a bit pricey.

▼ A cannon makes the kick off in the ghoulish version of American football.





Any American Football game following the excellent *TV Sports: Football* would have to be pretty different to hold my attention. Different *Grave Yardage* most certainly is with a ball sprouting wings, minefields and some very weird tactics. The multiload is surprisingly heavy — between every play — but the game is good fun with a definite *Blood Bowl* influence. If you want a serious, authentic American Football game then you'll be disappointed with this one. If on the other hand you're a *Blood Bowl* fan and can't wait for the Tynesoft official game then give *Grave Yardage* a whirl.

amiga

No plans for an Amiga version.

update

PRESENTATION 67%
Attractive intro screens, but irritating multiload.

GRAPHICS 62%
Okay characters on a bland pitch.

SOUND 59%
Limited FX and end-of-game tune.

HOOKABILITY 70%
Tricky to start with but violent fun.

LASTABILITY 57%
Lack of a league and different teams limits appeal.

OVERALL 64%
A novel 'sports' sim!



ATARI ST
AMIGA
IBM P.C .AND
COMPATIBLES
THE ARCADE EXPLODES!
AMSTRAD CPC
SPECTRUM
COMMODORE 64
SEGA
FIRE & FORGET
THE DEATH CONVOY
II
As the pilot of an all powerful combat vehicle, you are engaged in the hot pursuit of terrorists. Go into combat and be confronted by enemies as different in their appearance as in their combat techniques.
The ability to take to the air will be your strength, use this to outmanoeuvre the enemy.
Pick up weapons, ammunitions and fuel. You'll have to work your way through the entire convoy and destroy the leading vehicle, before the ULTIMATE EXPLOSION.
NUCLEAR threat...Stop. DESTROYER CONVOY detected..Stop. Wipe out the TERRORISTS..Stop. Scientists in DANGER..Stop. IMMEDIATE ACTION..End of transmission.
QUICK REFLEXES, SPEED, INGENUITY AND NERVES OF STEEL ARE REQUIRED TO OBLITERATE THE OPPRESSOR.
SUPER FAST 3D ACTION.
15 INGENIOUS MUSICAL SCORES.
50 DIFFERENT TYPES OF ENEMIES.
5 SQUAD LEADERS TO DESTROY.
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A MULTITUDE OF ARMS AND AMMO
LAND AND AIR COMBAT.
A FABULOUS ADAPTATION OF THE ARCADE GAME
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4TH STANNETS. LAINDON NORTH TRADE CENTRE. BASILDON ESSEX. SS156DJ. PHONE: (0268) 541126

ROTOX

A

US Gold, Amiga £24.99

Before Rotox was Rotox, he was a trooper in the elite marine corps, daily proving his bravery and lethal skill in countless interplanetary battles. But even the best can make mistakes, and combat injuries rarely leave much to bury. But 22nd Century medical advances keep our hero alive just enough for him to provide the brainpower for an awesome combat droid.

Rotox is a cyborg war machine, completely mechanical apart from a human brain hardwired into it. This *RoboCopish* concept could ensure many victories, but first it must be tested... Ten war zones have been built in space, each consisting of nine sub-sections all packed with hostile forces. Beat them all and you'll be hailed as the future of warfare. Lose and your builders won't bother repairing you — they'll sell you as scrap iron!

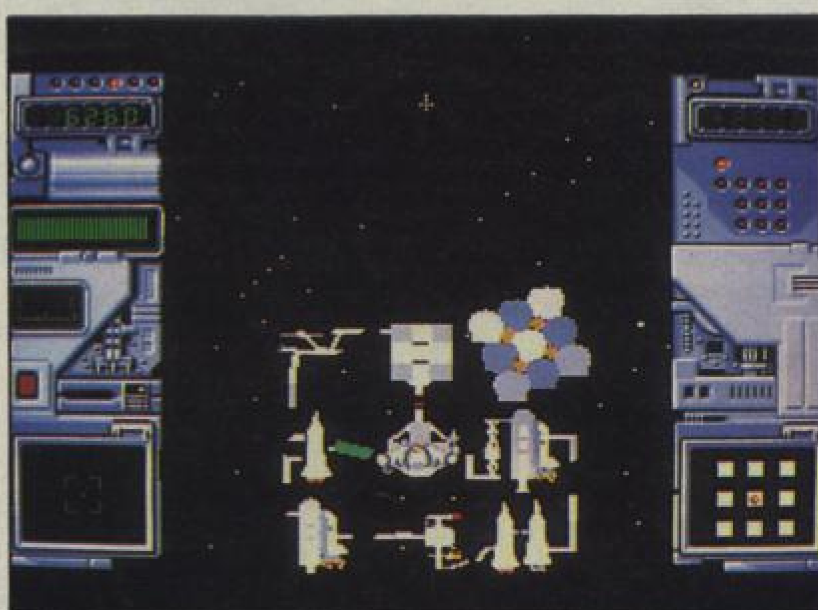
***Rotox* boasts a 'revolutionary new game technique called Rotoscope', which means an overhead view of the cyborg which is fixed at the centre of the screen. Push right on the joystick and the whole screen rotates around your man, complete with however many baddies are homing in on you. Rotoscope isn't merely a gimmick though, as it allows a new game-style. Each of the sub-sections are linked by bridges which can be quite a trial, with various segments rotating, expanding/contracting and, in short, doing everything they can to disorientate you! If you fall off you plunge through space right back to the centre of the sub-section you were on.**

On later levels this costs energy, and destroys any add-on weapons you might have.

Each sub-section has plenty of monsters to kill, from swirling snakes to static launchers pumping out such odd homing missiles as bees. You must kill them all to complete a sub-section, and ultimately the level. Each level has its own theme — the first has each of the sections shaped like a spaceship, from the shuttle to the USS Enterprise. Later themes include death, puzzles and even gardening! While battling through the game you can find add-on weapons such as scatter-bombs, a grenade launcher, a jetpack (with limited fuel) and heat-seeking missiles.



▲ Under heavy attack from a bullet-spitting snake and a deadly buggy. The superb Rotoscope system ensures everything moves quickly and smoothly.





To quote Phil, 'Nyah! nyah! yes! NO! arghhhh! mmmh!' Which, translated, means this is a challenging, addictive and very mean game which really has you sweating as the aliens come swooping in and the floor starts shifting under your feet. At first glance it doesn't look that impressive, especially in static screenshots, but once you begin to play the shoot-'em-up action soon becomes compulsive. Later levels then start fooling around with the ground in various mind-boggling ways which make progress both addictive — and frightening. The continue-plays usefully delay the irksome return to level one, and although there isn't an incredible amount of depth, this is a first-rate shoot-'em-up which could well drive you up the wall (with Phil).



I feel sick! All those spinning and pulsating shapes are enough to give anyone motion sickness. But if you can keep your breakfast down this really is a great game. Most 'innovative' 16-bit games are tremendously complex so it's a relief that *Rotox* is so easy to pick up and play. The rotating overhead view works well, heightening the vertigo-inducing tension of walking along thin bridges and rotating platforms. Some of the sector layouts are very imaginative, such as the huge flowers and fruit on level three. Sound is also of a high quality with a cacophony of atmospheric background effects. The game is tough, requiring both good tactics and fast reactions, but at least you get plenty of continue-plays to avoid frustration. Great fun!

PRESENTATION 86%
Good intro/outro sequences. Intelligent continue-play which resets the level you're on to its start position.

GRAPHICS 84%
Rotoscope isn't massively impressive static, but it looks better moving and is certainly very effective.

SOUND 79%
Distinctive spot FX add to the atmosphere.

HOOKABILITY 88%
A bit weird to begin with, but you soon get the hang of it.

LASTABILITY 89%
...which doesn't mean it's easy. Ten levels provide plenty of arcade action and stunning puzzles.

OVERALL 88%
An unusual and innovative shoot-'em-up which tests both arcade reactions and mental agility in a fearsome arcade experience.

F-16 COMBAT PILOT

Digital Integration, £14.95 cassette, £19.95 disk

The F-16 is one of the most exciting aircraft in military service. Small and extremely manoeuvrable it's a superb dogfighter which is in service with many NATO air forces. *F-16* is a simulation of not only the aircraft itself, but a complete battlefield which you and your squadron of F-16s must dominate.

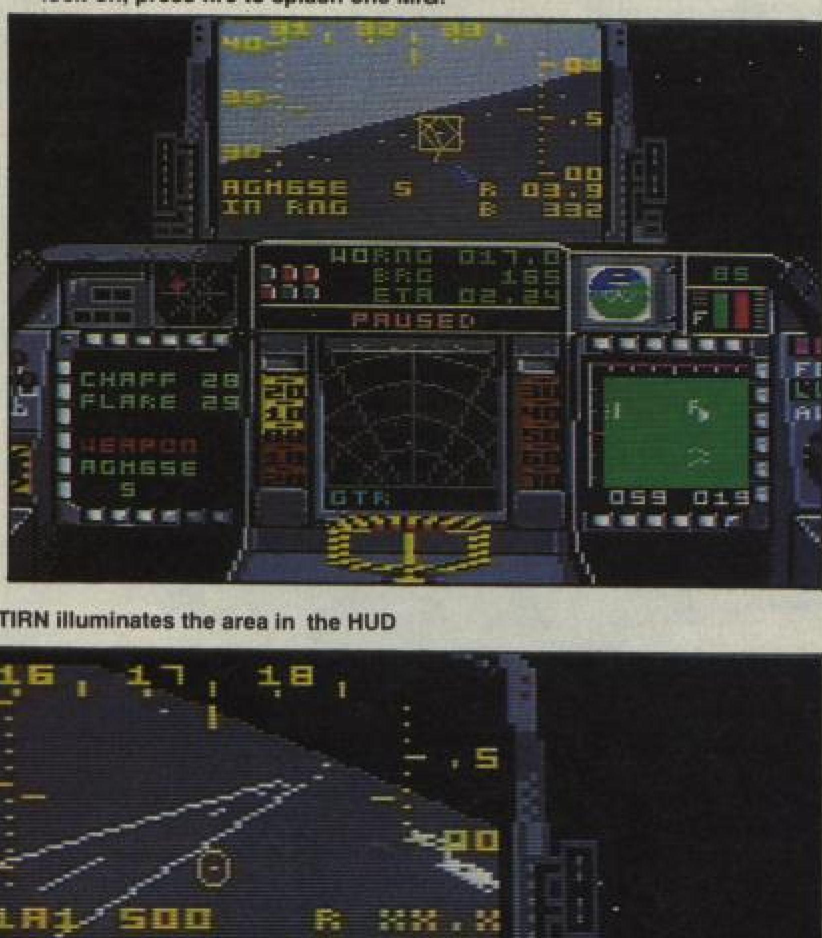
But before that you must prove your mettle by successfully completing five missions: Scramble has you intercepting a couple of MiGs, Hammerblow is a bombing raid on an enemy airfield, Deepstrike means taking out power stations, factories and bridges, Tankbuster is self-explanatory while Watchtower is a reconnaissance mission. Crash and your service record is automatically erased (on disk, anyway) and you must start again.

Once you've completed your training you're promoted to Squadron Leader, and can now crash almost as many aircraft as you want. You're also in command of four other F-16s. These can be sent on missions to destroy various enemy targets; choosing between tank formations and factories is critical.

Once you've sent your minions off into battle, it's time you set yourself up for a mission. The battlefield is large, to cross it will require at least one refuelling, and you can set up to five waypoints to navigate once airborne. Next you can arm up, there's a formidable range of weapons from air-to-air Sidewinders and laser-guided bombs to a LANTIRN pod (for night flying).

At last, you're in the detailed and very realistic cockpit. The Head-Up-Display shows most of the vital info — speed, altitude, weapon selected — but the instrument panel needs to be watched too. There's three TV displays showing what kind of weapons you're carrying, a map of the immediate vicinity, and radar. There are, in fact, three display modes: landing, ground attack and dogfight, showing the relevant info to the situation.

▼ **Tally ho! You've got a fighter in your sights and a Sidewinder lock-on, press fire to splash one MiG.**



▼ **Low level night-time flight. The LANTIRN illuminates the area in the HUD**





It's been over six months since the 16-bit version took flight, but it's been worth the wait. Buildings and vehicles may only be wireframe, but they're usually at such a distance it doesn't matter much and the vital frame-rate is a quick as you could want. Unlike the sluggish *Fighter Bomber*, *F-16* gives a real feeling of actually flying — the aircraft moves swiftly and realistically. And once you're promoted to Squadron Leader, you've got an entire battlefield to look after. Digital Integration have worked miracles in cramming so much realism and gameplay into the C64. Disk access is reasonable, although the as yet unseen tape version could be more painful.

My only reservation is that it's a bit difficult, it'll take time to get the best out of it. While Robin complains about the dullness of the graphics, I'm happy with their speed and impressed by the massive challenge. If you want something to really test your flying and strategic skills, this fits the bill.



It's been three years since the best C64 flight simulator came out (*Project: Stealth Fighter*, of course), and *F-16* doesn't really challenge it as a compelling game. It may boast a far more sophisticated and realistic flight performance than any other 8-bit flight sim but gameplay is repetitive. The idea of an ongoing battle is a sound one and works well within the game, but it'll take an *awful* long time to get anywhere with it.

I also miss MicroProse-style 'razzmatazz presentation', which makes it a very sober game to play with simply not enough variety in either the mission types or graphics — although they do move fast. On a final note I'll admit that it's a great conversion of the 16-bit original, but after quite some play of that I'm afraid it was overrated and benefited from the lack of an Amiga *F-19*.

PRESENTATION 85%
Comprehensive manual, although more on the F-16 than *F-16*. Attractive static screens. Vital key guide. Save/load option.

GRAPHICS 78%
Wireframe buildings and vehicles, a bit repetitive but still quite convincing and fast, with a night-time option. Good instrument panel.

SOUND 25%
Basic engine roar and explosion FX.

HOOKABILITY 70%
Can take off quite easily, but mastering all the controls takes time.

LASTABILITY 78%
Not a great amount of graphical or mission variety. But if you approach it as a strategic game there's plenty to keep you busy.

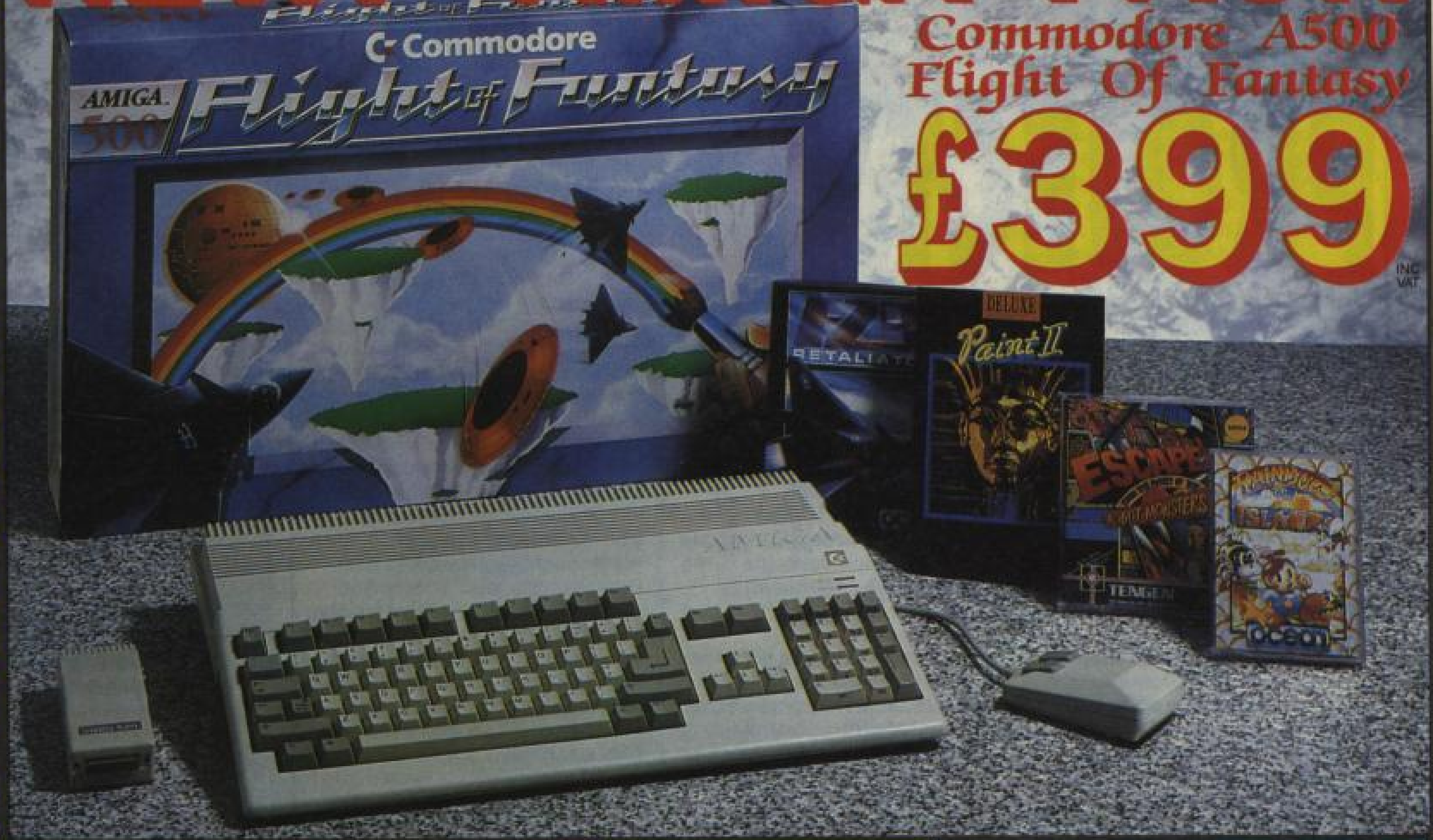
OVERALL 76%
An ambitious mix of wargame and flight sim which buffs will love.

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PROJECTYLE

Electronic Arts, Amiga £24.99

This futuristic SF game originated on Jupiter's second moon (no, I don't know what it's called either!), where a bunch of rejects from Earth's satellite cities were playing around inside a crashed shuttle. M Throid the Third observed this once, and promptly set about turning it into a multi-billion dollar sport which would make him a very rich man indeed.

The essence of the game is simple, involving three teams (all of which may be computer controlled) whose sole aim is knock the ball, or projectyle, into the other teams' goals. The pitch is split into five multidirectionally scrolling zones. Think of a simple cross. At the centre is where the kick-off happens, in the middle of each wall there's a passageway to another zone. Each team has its own Defend Zone containing a goal for the others to score in. The remaining zone is Frantic, which contains three goals (one for each team) allowing for some very frenzied action!

In each zone there's a member from each team: as soon as the zone appears you take control of that member. Joystick control is simply directional, while pressing fire automatically boosts your player toward the ball. The Zones are biggish and you can sometimes go off screen, so there's also a radar scanner to help you. After you score a goal a Replay box appears which will show the goal again — but this is easily bypassed by pressing fire.

A game of *Projectyle* is split into three sets, each lasting a few minutes. At the end of a set the 'cross' is rotated, changing the position of all the Defend Zones around the central sector. To liven things up there are plenty of bonus objects which appear on screen for you to collect. 'Teleport' magics all the players to the Frantic Zone and 'Loony Ball' makes the ball act weird for the collector. There are also bonuses which affect how slippery the pitch is, and how bouncy the ball.

Each team has eight players who each have six attributes; speed, weight, acceleration/deceleration, bounciness and intelligence (for computer players). These attributes can be improved by spending money on them. Players can also be injured. The game comes with eight weird teams, including the Jovian Jello Juggernauts and the Devils (from film planning!). These all have their own graphics, with a portrait of each player in the training screens.

The teams can compete in a one-off solo match, for one to three players, a Sudden Death tournament with six preliminary games and a League of between six and 21 weeks for all eight teams.

▼ Phil's favourite, the Jello Squad, is shown in all it's glory. You choose who's in the team, their position and even train them when you've got some dosh.



▼ Fierce arcade action is shown in this goal replay — automatic unless you press fire.





This is simple but frantic fun and the three-player option adds an extra twist with players forming fleeting alliances. There's not much time to think, though, as the action takes place at a frenetic pace. So it's more a test of reactions (and a fair bit of luck) than tactics. However, this is more than made up for by the team selection and training screens which, like the rest of the game, are slickly presented. Overall, *Projectyle* is great fun with friends and well worth buying.



The basic concept for *Projectyle* is very simple: a variation on *Xeno* and *Ballistix* which guarantees plenty of frantic action. It's certainly good fun to play, especially with three players. The graphics are very slick and fast, accompanied by some rich Amiga tunes. Overlaying all this is some superlative presentation, from the replays to the player portraits. This improves playability, of course, but also lastability with the great team training/formation options and the league to compete in. I don't know if it would be quite as much fun in one-player mode, although the league and options are bound to keep anyone amused for quite some time.

PRESENTATION 91%
Packed with nice stuff, including goal replays, pics of each player, a league and the option for third player to use a joystick through the Microdeal interface.

GRAPHICS 84%
Simple game idea has been enhanced by a wide variety of slick looking pitches which can scroll very fast.

SOUND 83%
A selection of good tunes.

HOOKABILITY 85%
Simple to understand and play, if not master...

LASTABILITY 84%
...with plenty of pitches, a league and training options.

OVERALL 84%
A fun game superbly executed.

Resolution 101

Millennium, Amiga £24.99

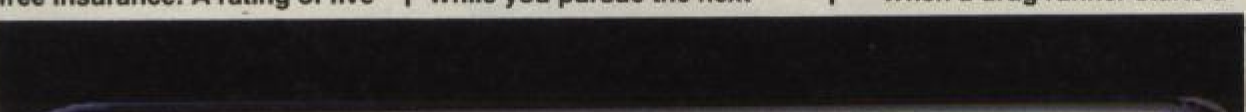
Set a thief to catch a thief, so they say, only in the future it's more a case of freeing criminals to assassinate America's Most Wanted. This bizarre new law, Senate Resolution 101, is due to skyrocketing drug-related crime. You're one such convicted criminal and to earn your complete freedom you've got to 'terminate' a number of gangland bosses. Besides your licence to kill, you've been given an armed skimmer. More importantly, you've got free insurance! A rating of five translates as five lives.

The four criminals you must execute are located in Los Envegas; each controls a quarter of the city. When in pursuit of one you're confined to that quarter. To shoot the drug dealer's ship you must collect enough evidence — ie red drug canisters which are dropped by the drug runner and destroyed henchmen. The number of canisters needed increases with each level, but once the ship is blown up the drug dealer still survives. While you pursue the next dealer he uses his insurance to buy another ship. Only after his third defeat can he be killed for good. With four dealers, in all this makes twelve levels to be completed.

When a drug runner starts a run the sky darkens... A drug run consists of stops at various buildings, if completed you lose a life. The dealer can also command drug bosses who, with their henchmen, can be ordered to defend buildings, areas or even attack you! Most henchmen fly saucer-shaped skimmers, but there's also plenty of robotic snipers on the ground.

Initially, hits reduce your armour rating: once this is in the red, instruments such as Local Radar, City Map and various indicators can be destroyed. These can be repaired at shops in any of the nine shopping malls. There are three shop types: for Repairs, Guns and Engine maintenance. You can uprate your skimmer with more powerful machine guns, cannons and heat-seeking missiles. There's also a booster pack for the engine.

All this costs money, earned by shooting baddies for bounty and collecting squarish canisters. There are also yellow canisters (collect four for an extra life), and booby-trapped ones. Further complications are provided by canals and large rivers — if the skimmer stops on any of these it sinks! If you do get into trouble a small TV shows the dealer laughing at you; succeed and he grimaces.

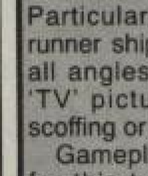


▲ In deep doo-doo in the fourth quadrant of the city. Your quarry is shown grimacing on the CB-TV screen.



The programmers' previous game, *Archipelagos*, was packed with novelty and originality which I'm disappointed to find a little lacking here. The urban drug runner chase is a good idea — *Turbo Esprit* made a hit of it on the Speccy — but here the city is too abstract to be convincing. The sprites aren't initially impressive either, but apart from the odd dodgy robot they soon grow on you. In fact, they turn out to be fairly good with a great 'glass spider' later on.

As the game progresses it gets better all round, in fact. Saving up to buy equipment takes quite some time, while damage to the instruments works quite realistically. And the maze of canals on sector four ensures plenty of tension there.



101's impressive manual packs in plenty of detail and scenario, but it boils down to being a *Backlash*-like shoot-'em-up with shops for repairs and add-on equipment. The graphics aren't awesome — an odd mix of solid 3-D and sprites — but still effective and fast-moving. Particularly good is the drug runner ship which is good from all angles, and the animated 'TV' pictures of the dealers scoffing or weeping!

Gameplay is above-average for this type of shoot-'em-up with some nice tactical touches. The drug lords surrounded by assassins provide some formidable opposition, and while the music is a bit too cheerful for the scenario, it's good quality stuff. All in all, a very enjoyable game which will reward long-term play.

PRESENTATION 75%
Ten save positions, good manual and nice options screen with the sheriff.

GRAPHICS 77%
Solid 3-D cityscape and sprites ships work well together, although the colours are a bit garish. Instrument panel and shop screens are more realistic.

SOUND 64%
A strangely cheerful soundtrack can be switched for atmospheric FX.

HOOKABILITY 74%
A bit confusing initially, but it's all very easy to pick up with typically addictive shoot-'em-up action.

LASTABILITY 77%
12 levels of increasing difficulty provide quite a challenge, although the variety isn't immense.

OVERALL 76%
An enjoyable blast.

ZZAP! TEST

IVANHOE



This is a bit of a disappointment coming from Ocean. The first level features repetitive hack 'n' slay action and the strange control method is frustrating, especially when you get stuck in shield mode. Later levels are an improvement, adding variety, but generally it's not of the high quality usually associated with Ocean products. Graphics are detailed but jerkily animated with a very subtle (bland to you and me) colour scheme. The lengthy disk accessing on dying is also annoying and surely unnecessary on level one. I just hope Ocean France do a better job with *Golden Boot*.

Ocean, Amiga £24.99

Deliver King Richard' might seem like an instruction more appropriate to a postman or a midwife than a knight, but it's Ocean France for 'rescue' and your task is certainly formidable. King Richard has been kidnapped by his evil brother, who's become very happy being King John of England while Richard fights Holy Crusades abroad. The warrior king has been imprisoned in a castle in Austria, which is even more boring than Switzerland.

Your quest will take you over five different regions: an English forest, a cross-channel boat trip, a ride from France to Austria, an Austrian town and finally the Castle. Most of the regions are packed with archers, sword-wielding barbarians and sorcerors. Walking right triggers them, so taking things slowly is a good idea as long as you remember the time limit. As you'd expect, Ivanhoe can crouch, jump and attack with his sword. More unusually, if you push the joystick diagonally without fire pressed Ivanhoe puts up his shield. You can then move the joystick in any direction to block blows with it.

Killing certain baddies reveals special weapons such as a bigger shield, Fire Sword (destroys all enemies when it flashes), Extra Life and a Triple which miraculously causes two other Ivanhoes to appear around our hero. These can be very useful as energy is very quickly lost. But should you hack through to the level's end, a bonus section is loaded in. In this static screen you must battle one of two types of superbaddie for an extra life.

There's more to the game than hack 'n' slay though. Level two has Ivanhoe on a fast galloping horse which must leap various obstacles, while Ivanhoe shoots enemy knights with a crossbow. Later on in this lengthy level he can pick up a lance to use on the villains. And the final level adds doors to the basic arcade action to create a challenging maze!

▼ The fast-moving cross-country horse ride is one of the most exciting levels in *Ivanhoe*.



▼ Travelling economy class on a medieval cross-channel ferry.





Ocean were showing off these superb graphics over six months ago. Drawn by an Asterix artist they're full of humour, originality and character. Ivanhoe himself may look more like a French hairdresser than a knight, but static this games compares even to Psygnosis master-pieces. Unfortunately once the graphics move things aren't quite so good — Ivanhoe moves from walking to attacking without any frames of animation in between. But that's a minor problem, and the game is packed with variety in both graphics and gameplay. Level three is a really fun horse riding game, with Ivanhoe hanging off his saddle to make low shots with his crossbow, then even picking up a lance.

All in all, *Ivanhoe* seems like an 80%-plus game until you actually play it. Once you do the defensive-posture makes controls fiddly, and the tough arcade action more frustrating than enjoyable. Particularly daft is the fact that the birds on level one restore energy randomly — and usually not at all. Still, practice allows progress for the determined.

PRESENTATION 70%
Good packaging, attractive if simple opening but lengthy reloading when you die on level one is irritating.

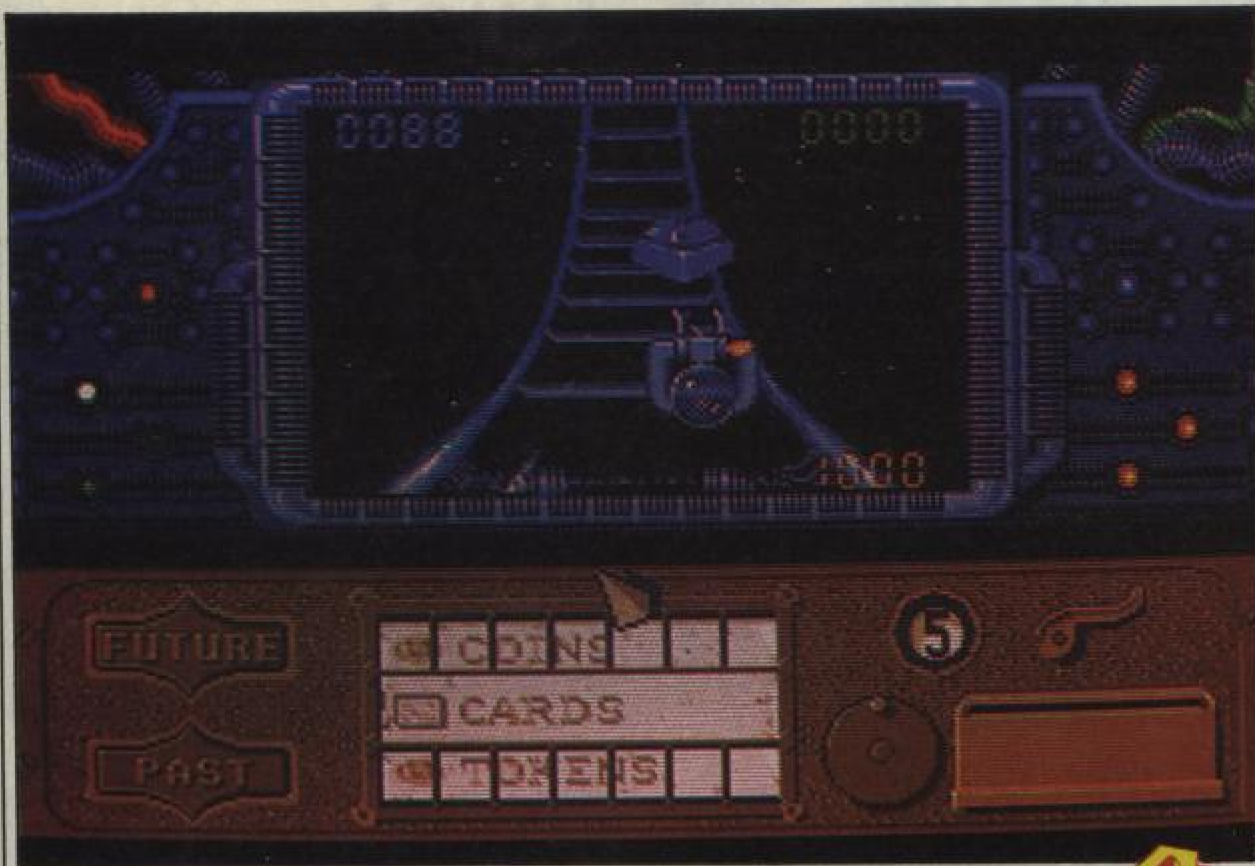
GRAPHICS 85%
Superb backdrops and some great sprites, but animation isn't as smooth as it could be.

SOUND 63%
Some nice tunes which, while sounding vaguely like summery pop songs, don't make full use of the Amiga.

HOOKABILITY 59%
Quirky control method and high initial difficulty level discouraging.

LASTABILITY 64%
Plenty of variety in both graphics and, for a slash-'em-up, gameplay.

OVERALL 61%
A great-looking game with some good ideas but lacking playability.



▲ Future Land sees you riding this SF rollercoaster cum shoot-'em- up. The aim is to grab demons.

theme park mystery

Mirrorsoft, Amiga £24.99

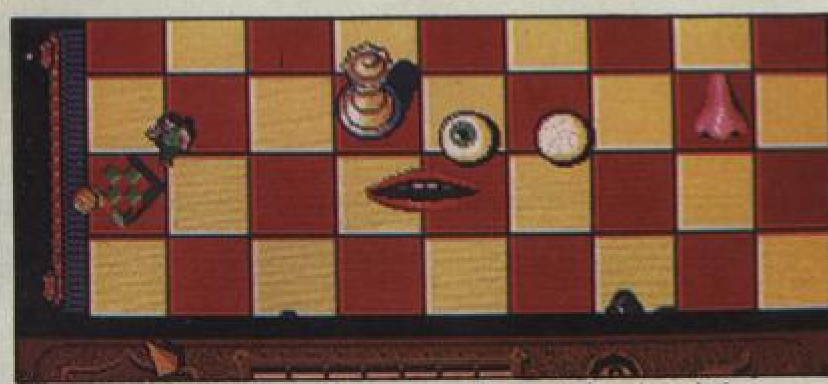
Eighteen pages of informative text set the scene for this imaginative arcade adventure, reminding readers of the medieval origins of carnivals. Many of the various sideshows have mystical aspects, something which films from *Big* to *Something Wicked This Way Comes* exploit. Now you've inherited one such entertainment palace, but don't celebrate yet. You were bequeathed it by a mad grandfather and for the sake of both your sanity, and future profits, you must face up to the spirits that haunt it. In fact, there are eight demons to be found...

The game begins with you at a monorail station in Yesterday Land where there are three machines from the early 1900s. A fortune telling machine, a bagatelle and a grabber must be exploited to provide a train ticket.

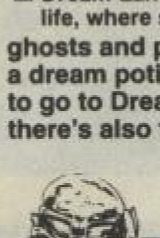
Once you have a ticket you can board a train for the three other lands, or games. These must be completed in order, so first you must get off at Dragon Land. This is a platform arcade/adventure where you're transformed into a barbarian who must battle stone apes, ghosts and pigeons! Collecting a dream potion will allow you to go to Dream Land, but there's also five cogs to fix the dragon ride — taking you to four variations on the Dragon Land theme.

Dream Land is a multi-directionally scrolling, overhead-view arcade adventure. You start off on a chess board with various pieces dotted around. Bumping into them reveals boxes which can be opened by keys. Inside there are such things as oil cans (to use on deadly eyeballs!), ladders (to cross gaps) and the demons you need to collect to finish the level. As well as lethal eyeballs, lips and beetles, there's a snowfield to cross, complete with snowball-throwing snowmen.

The next level is Future Land, a first-person perspective view of a ride up (and down!) a futuristic rollercoaster. You defend yourself with a laser-armed grabber which can collect demons and the debris of destroyed ships.



▲ Dream Land reduces you to a pawn on the great chessboard of life, where something is just about to make a meal of you.



To their credit, Mirrorsoft seem to specialize in promoting off-beat 16-bit games such as *Gravity*, *Interphase* and now this. There's little info on the game itself in the packaging, and even with programmers' hints it's a bit difficult to immediately get into. Nevertheless the urge to see all the different game-types is inevitably compulsive, and the actual games are good fun from the bagatelle to the above-average arcade-adventures in Dragon Land and Dream Land. It's also good how you can choose either to explore Dragon Land more fully, or just grab the Dream Potion and hop onto one of the later levels.

The final rollercoaster shoot-'em-up is okay as well. As a package the game works well, with plenty of imagination and attention to detail. I enjoyed the first section best, and while nothing is outstanding here this is well worth a look.



My favourite part of this game is the antique amusement machine line-up — now I know what the 'exciting new machines' will be at the next Ludlow funfair. The rest of the game is an interesting mix of weird sub-games. The Dragon Land level is fairly straightforward, and probably the most fun. The more ambitious and innovative later levels aren't quite as playable. Having said that, the game's whole is greater than the sum of its parts with the surreally sinister graphics and good sound effects giving it a good spooky atmosphere. The fortune teller is a particularly impressive start. If you like the carnival theme you'll enjoy it, but I don't think it's quite good enough to be a big mainstream hit. More of a cult game, in my opinion, for those who fancy something a bit different.

PRESENTATION 72%
Interesting manual, poster, attractive start-up sequence which can be bypassed.

GRAPHICS 70%
Nothing amazing, but the quality is generally very good throughout, imaginative and atmospheric.

SOUND 61%
Good sampled spot FX.

HOOKABILITY 74%
A bit confusing to begin with, but the urge to see later levels is strong.

LASTABILITY 77%
Good sub games are nicely linked, with some interesting arcade adventures.

OVERALL 76%
An entertaining package of sub-games.

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ERPLAY
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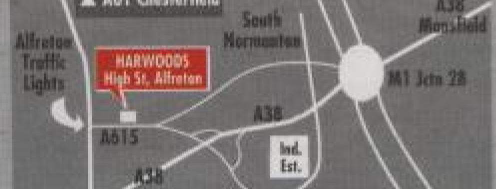
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